

THE OFFICIAL GUIDE FROM **NINTENDO POWER**

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STAR FOX[®]

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THE OFFICIAL
Nintendo[®]
PLAYER'S GUIDE

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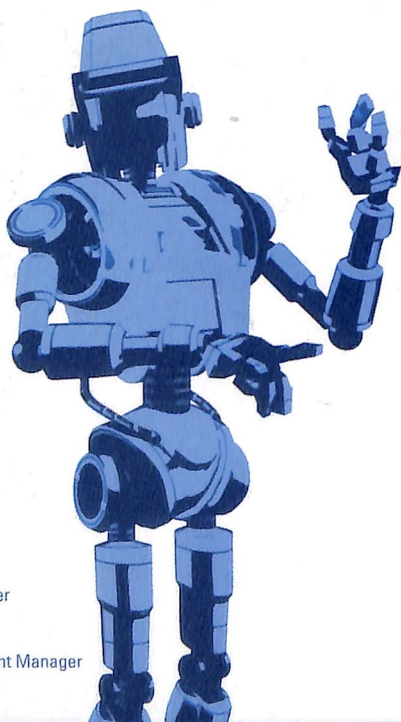
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STARFOX[®]

ASSAULT



THE OFFICIAL NINTENDO PLAYER'S GUIDE



BIG BUGS? BRING IN THE BIG GUNS!

When an infestation of space insects begins chewing through the cosmos, the Cornerian Empire calls upon its elite Star Fox team to exterminate the voracious creatures with its top-gun talent—team leader Fox McCloud, ace pilot Falco Lombardi, engineer Slippy Toad and psychic Krystal. Together they can do the job that the empire's fleet of battleships can't: deliver crippling precision strikes from their Arwings and Landmaster tanks, and even hop out of the cockpit to face their enemies on foot. They've got the rep. With your skill, they'll crush the alien invasion—one bug at a time.



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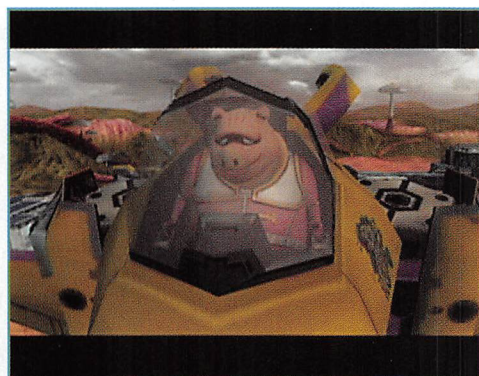
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FRIENDS AND FIENDS

Oh, for the good ol' days of fighting Fox's classic enemy, Andross. Nothing brought a team together quite like the adversity of the baboon madman, who even upstaged the evil dinos in *Star Fox Adventures* as the true enemy at the finale. Now Fox and his long-time teammates, Slippy and Falco, plus their new recruit, Krystal, join to help defeat the Aparoid invasion. And they'll meet lots of friends and foes—as well as foes turned friends—along the way.



FOX McCLOUD

The team leader, Fox McCloud, made his name flying Arwing missions that have crisscrossed the galaxy, and he even left the safety of his cockpit to save the dinosaur planet, Sauria, on his last adventure. You'll control Fox in Story mode, and he's one of six playable characters in Vs. mode. He's a strong gunner, whether flying in the Arwing, piloting the Landmaster or running around on foot.



FALCO LOMBARDI

The ace pilot of the Star Fox team, Falco is about as cocky as they come, but he has the cockpit skills to back up his claims. In Vs. mode, Falco suffers from low health and his talent with the Landmaster is so-so, but his Arwing piloting is beyond compare.



KRYSTAL

The Star Fox team first met Krystal while saving the planet Sauria, and she's joined up to lend her extrasensory powers to their force. As a team newbie, Krystal has average attributes in Vs. mode, but she'll often find herself in possession of Barrier power-ups.



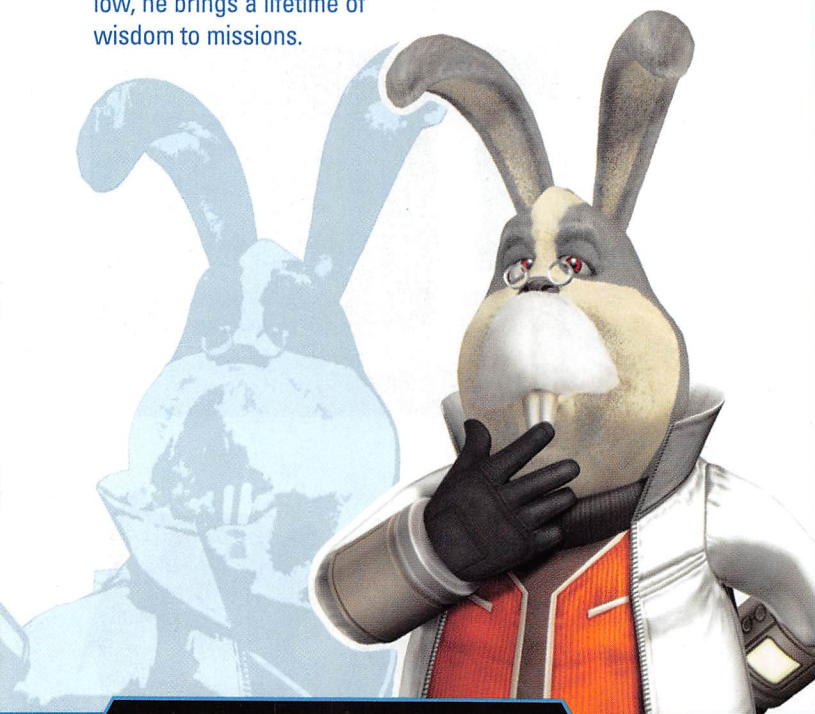
SLIPPY TOAD

The team's mechanical engineer often flies into the thick of battle—and just as often finds himself under the gun. Though you'll need to save him in Story mode, he'll more than prove his worth in Vs. mode, where his Landmaster skill is beyond everyone else's, his health and jumping skills are strong, and his weapon-charging time is extremely fast.



PEPPY HARE

The elder figure in the Star Fox team, Peppy advises his crewmates from the bridge of the *Great Fox*, the space vessel that the team calls home. Though Peppy's quite a sedate fellow, he brings a lifetime of wisdom to missions.



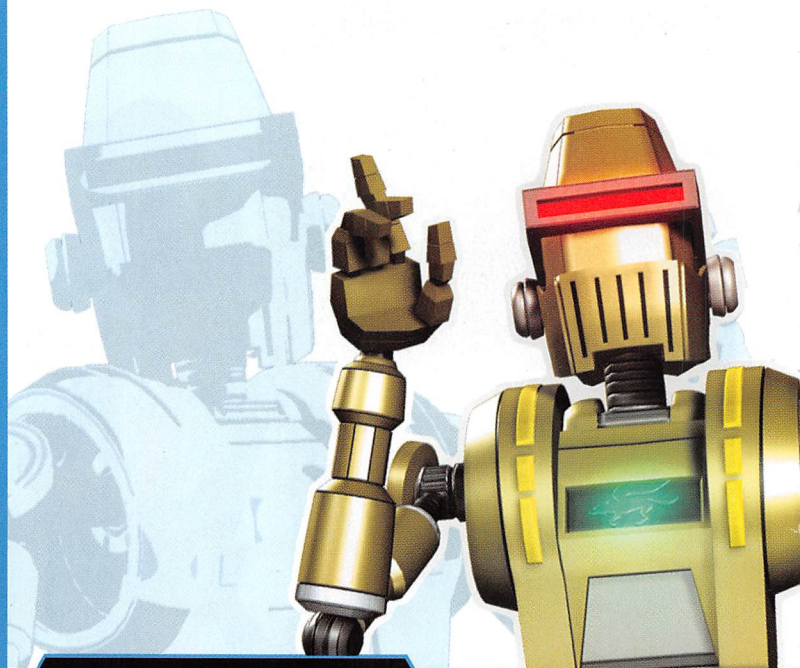
GENERAL PEPPER

The jowly commander of the Corneria Defense Force, General Pepper has given his tough-as-nails orders to Fox and his crewmates ever since their first days flying for the force.



ROB

As the *Great Fox*'s prime robotic assistant, Rob helps Peppy analyze a universe's worth of data and compile it into useful facts. He's also in charge of watching over the vehicles found kept inside the *Great Fox*, as well as transporting them to wherever they're needed.



BELTINO TOAD

Slippy's father, Beltino, plays a vital role during the war against the Aparoids—he analyzes the nature of the creatures and attempts to find a method of dealing with their relentless aggression.



WOLF O'DONNELL

Fox McCloud's longtime rival, Wolf O'Donnell, heads up the Star Wolf team. He flies the Wolfen, a vehicle that's on par with—or possibly better than—the Arwing. Though he'd rather see Fox and his team on the receiving end of his ship's tailgunning, Wolf is crafty enough to know when to cooperate with his adversary—a definite possibility with a universe of Aparoids on the prowl.



LEON POWALSKI

A coldhearted, calculating member of the Star Wolf team, Leon Powalski is not the kind of pilot you want ogling your ship during battle. You'll cross paths with Wolf's crewmate during your quest to rid the cosmos of the Aparoid threat. Hopefully the vile creature has some sense of greater good in the midst of apocalyptic turmoil.



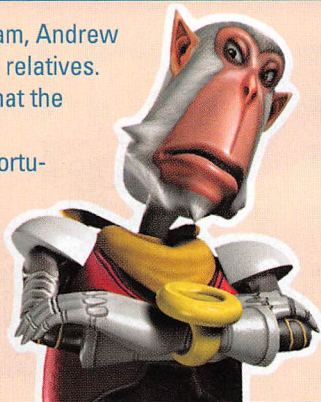
PANTHER CAROSO

Krystal isn't the only fresh face around. Panther is the new recruit on Wolf's team, and he brings his predatory talent to piloting. He may be even more full of himself than Falco is, and he considers himself quite a ladies' man. You'll never find him far from a red rose—the symbol of his passion.



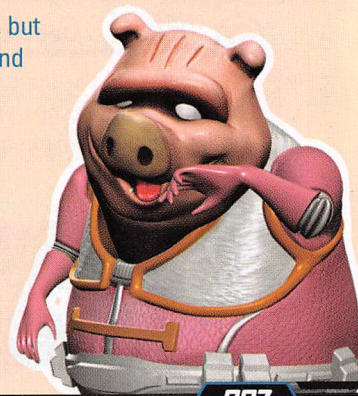
ANDREW OIKONNY

A former member of the Star Wolf team, Andrew Oikonny is one of Andross's surviving relatives. As the adventure begins, you'll find that the upstart baboon has big plans for his deceased uncle's invasion force. Unfortunately for him, those plans don't fit in with what the Aparoids have in store for the universe.



PIGMA DENGAR

Pigma cut his teeth on the Star Wolf team, but the greedy swine wore out his welcome and has gone freelance. He hasn't been Fox's greatest concern in the past, but you can never underestimate a self-serving fellow when there's profit to be made during a war—and there's no skirmish bigger than what the Aparoids have started.



AT THE CONTROLS

TRACK THE DATA

Though the screen info is roughly the same, what's shown onscreen changes depending on whether you're playing an Arwing-only shooting stage or an all-range stage that hits the ground and the sky.

1 STATUS AND ITEM DISPLAY

LIFE GAUGE

During missions in which Fox can climb out of the cockpit and go it on foot, you'll see his health on a green meter—if it empties, he'll lose a life.

SHIELD METER

When Fox is in the the Arwing or the Landmaster, its shield level is noted with a blue meter. If it reaches empty in a vehicle-only mission, Fox will lose a ship (life). If he can leave the cockpit, he'll fall out of the vehicle.

BOMBS

During Arwing flights, you'll see the number of bombs that you have packed inside the vehicle.

BARRIER

When Fox is on foot, you'll see the number of Barriers—not bombs—that you've got at hand.

BOOST GAUGE

The yellow meter shows how much energy you have to put into Arwing maneuvers: braking, boosting, pulling off loops and doing U-turns. It also indicates how much power you have for Landmaster boosts and hovering. The meter recharges constantly when you're not doing a special move.

REMAINING SHIPS/LIVES

Keep an eye out for the rare 1-Ups scattered throughout missions. If you lose all of your lives, your game will be over.

2 RADAR AND TARGET INFORMATION

RADAR

Friends and enemies can seem like a blizzard of dots on radar until you get the hang of the symbols. You'll see Falco, Slippy and Krystal as blue, green and purple triangles, respectively; surface combatants as yellow dots; air-borne foes as light-blue triangles; and primary targets as red dots.

NUMBER OF TARGETS

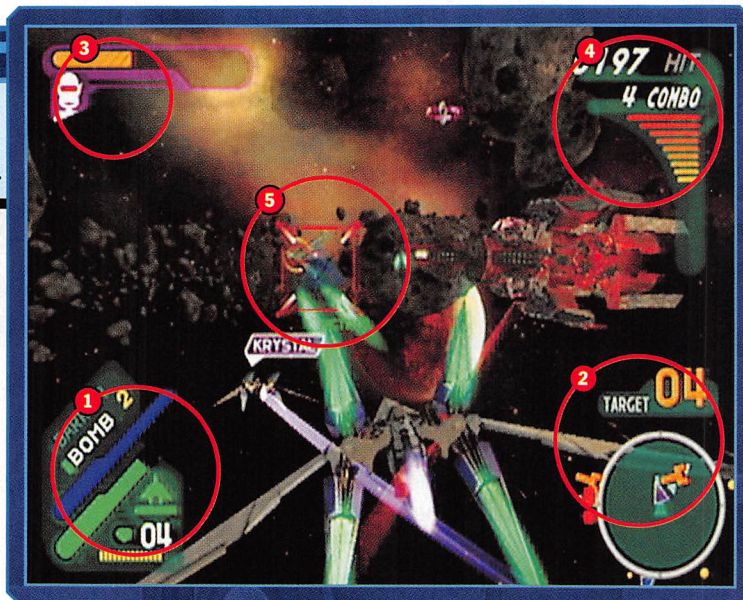
You'll have a specific number of primary targets that you need to obliterate in many missions—the number often depends on which difficulty level you're playing.

3 MIGHT GAUGE

In several missions, you'll need to be aware of how strong enemy forces are growing—the might gauge will fill up as foes occupy the area.



In Story mode, some missions limit which methods of transport you'll be able to use and note which are available with the icons to the left, which depict the Landmaster, the Arwing and on-foot patrols, from left to right.



4 SCORING AND COMBOS

NUMBER OF HITS

The uppermost figure shows the number of hit points you've scored for the level, which is based on the number of foes destroyed plus any bonuses.

COMBO NUMBER

The number shown is the number of enemies destroyed in a quick, unbroken series of kills.

COMBO-MOMENTUM METER

You'll have only so much time to string together your kills. If you nail a target, you'll add a little time to your meter. If it bottoms out, your combo will end.

See page 17 for more details on combo momentum and combo scoring.

5 TARGETING RETICLE

The targeting reticle will show which foe you're aiming at, and help you find invisible flags by turning red when you're pointing toward one. The shape of the reticle will change depending on which weapon you have equipped.



OUT OF THE COCKPIT

When you leap out of a vehicle, you'll be at your most nimble and you'll be able to draw upon a wide variety of weapons, but you'll also be at your most vulnerable. If you master the on-foot controls, you'll be able to take down even gigantic foes—with the right gun in your hand.

OUTFOX 'EM ON THE RUN

If your goal requires more finesse than gunning down foes with the Arwing or Landmaster, vault out of the cockpit with a gun in hand. You'll have some defensive abilities—strafing and rolling—and for tough shoot-outs, you can use Barriers to shield yourself temporarily from harm. And if things get dire, you can simply squeeze into a tight space to escape. When the situation demands it, you can even gun from atop a vehicle. Of the game's three control schemes—Single Stick, Dual Stick and R Button Run—we recommend Dual Stick control (see below) for missions with heavy patrolling.



1 L BUTTON

In Dual Stick mode, you'll use the L Button only to execute a side roll—you'll need to hit L while pressing the Control Stick left or right.

2 CONTROL STICK

Dual Stick mode lets you strafe left and right and move back and forth, leaving aiming to the C Stick.

3 CONTROL PAD

Press Up or Down on the Control Pad to cycle through your weapons; press Left and Right to toggle between the close-proximity radar and the full-field radar.

4 START BUTTON

Hit Start to pause the game.



5 B BUTTON

Use B to activate a Barrier.

6 A BUTTON

In Dual Stick, the A Button cycles through weapons.

7 R BUTTON

Fire your current weapon by pressing R; you can also charge some weapons by holding R first.

8 Z BUTTON

Leap into the Landmaster or Arwing when standing near it.

9 X BUTTON

X activates the scope view of scoped weapons.

10 Y BUTTON

Jump by hitting the Y Button.

11 C STICK

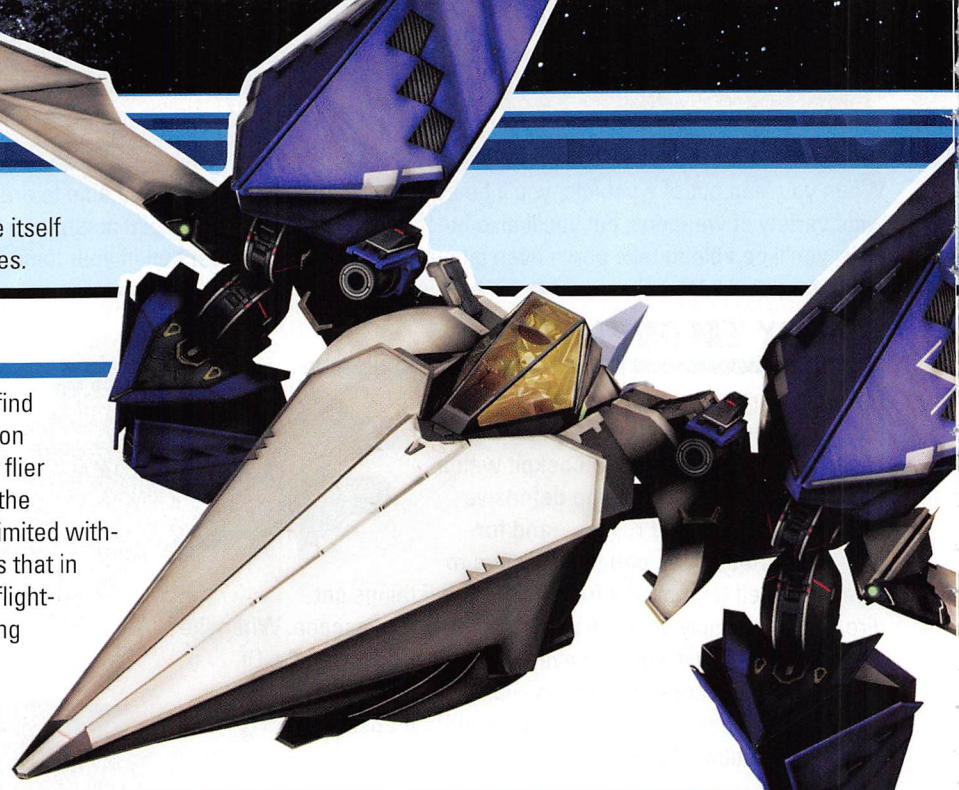
In Dual Stick mode, you'll use the C Stick to look in all directions—great for aiming on the fly.

THE ARWING

The standard-issue spacecraft for members of the Star Fox team, the Arwing possesses a laser that can charge itself and lock on to foes, plus has strong defensive capabilities.

SOARING FOR SUCCESS

When you leap into the cockpit of a new Arwing, you'll find that its laser is your strongest asset—its powerful lock-on function just can't be beat. And you'll be an ever-fiercer flier if you can soar through the laser upgrades and elevate the weapon's power. But even the most powerful attack is limited without excellent maneuvering capacity, and the Arwing has that in spades. You can fly in loops and perform nearly instant flight-path reversals to confound pursuers, and go into spinning rolls that can deflect some projectiles before they blast you. No matter which of the three control schemes you select, Arwing control remains the same (see below).



1 L BUTTON

Hit the L Button while moving left or right to go into a rolling spin that can deflect some incoming projectiles. You can also hold L to fly with wings perpendicular to the ground—great in a tight spot.

2 CONTROL STICK

Use the Control Stick to move the Arwing left, right, up or down; you can also use it to guide the direction of a rolling move.

3 CONTROL PAD

Press the Control Pad during All-Range stages to toggle radar.

4 START BUTTON

Hit Start to pause the game.

5 B BUTTON

Use B to fire smart bombs.



6 A BUTTON

Shoot the Arwing laser by pressing A; hold the button to charge up a powerful beam and lock on to a foe (useful for firing smart bombs as well).

7 C STICK

Press the C Stick up to fly in a loop that continues forward; press it down to execute a U-turn to fly in the opposite direction.

8 R BUTTON

Press and hold the R Button to put on your brakes. When the yellow meter runs out, you'll need to continue flying until the meter recharges some of its power.

9 Z BUTTON

When you're not in the unforgiving vacuum of space, you can hit Z to hop out of the Arwing.

10 X BUTTON

Holding X during All-Range stages will let you land your Arwing—if there's room to park.

11 Y BUTTON

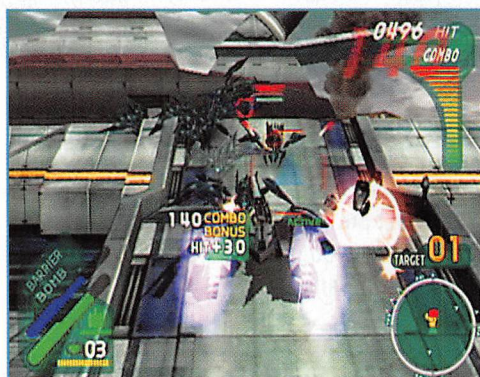
Press and hold Y to receive a sudden boost; press it in mid-boost to go into normal drive. You can boost until the yellow meter runs out of juice.

THE LANDMASTER

Though Fox has driven the Landmaster in previous adventures, he's never before been able to go truly off-road with the vehicular beast. Its armor and main turret are forces to be reckoned with.

HARD TO STOP THE HULK

You'll sacrifice speed and dexterity when driving the Landmaster, but you'll be sitting in a moving fortress. The tank's armor shrugs off many attacks and can take a beating. In fact, you'll be able to simply run down foes, though larger ones will do some damage on impact. The cannon fires a stunning shot that—like the Arwing's weapon—can be powered up to lock on and do even more damage. The Landmaster also has hover power that it can use to reach elevated spots. Though it doesn't raise you terribly high, the hover will help you get out of jams and scope out flying enemies that are just out of reach. We recommend using the R Button Run controls (see below) in missions that rely heavily on the Landmaster.



1 L BUTTON

In R Button Run control mode, hit the L Button then use the Control Stick to strafe left or right slowly. Hit L simultaneously with a Control Stick push to roll the Landmaster left or right.

2 CONTROL STICK

Use the Control Stick to pivot the tank (and its fixed cannon). When pressing R, you'll also direct your forward momentum.

3 CONTROL PAD

Press Left or Right on the pad to toggle between radar types.

4 START BUTTON

Push Start to pause the game.

5 B BUTTON

Hit B to boost forward briefly.



6 A BUTTON

Fire the Landmaster cannon by hitting A; press and hold it to charge up a more powerful blast that can lock on to foes; release A to fire the charged shot.

7 C STICK

Not used in R Button Run mode.

8 R BUTTON

Hold R to move forward. The Landmaster isn't much of a precision vehicle, so R Button Run mode puts forward-rampage control in a convenient place.

9 Z BUTTON

Hit Z to leap out of the Landmaster.

10 X BUTTON

Tap X to hover upward; tap it again to cut the engine.

11 Y BUTTON

Press the Y Button to throw the Landmaster into reverse. The tank doesn't reverse directions very quickly, so consider holding R and circling back instead.



THE FULL ARSENAL

Whether you're on foot, flying or fragging the landscape with the Landmaster, you'll discover power-ups aplenty that will add extra destruction to your presence. A broad knowledge of the various weapons and power-ups can make all the difference in battle—if you're under the gun, dashing to grab a power-up may help you turn the tables on your pursuers. In Story mode, if you're facing a losing battle, you may come across power-ups that don't appear otherwise.



ITEMS

1-UP

Grab all the 1-Ups that you can find to add an extra life to your stash. If your life gauge runs out—or, in space, if your Arwing explodes—you'll lose a life.



FIRST AID KIT (GREEN)

The green first aid kit will take care of nicks and cuts to your life gauge. Don't put yourself in great danger to grab one—if you get shot up, you'll end up with a health deficit.



BARRIER

Activate the one-time-use Barrier to shield yourself from all damage for a short time. You won't find many in the missions, so save them for only the toughest situations.



FIRST AID KIT (SILVER)

An excellent health restorative, the silver first aid kit is worth fighting for—its boost to your life gauge can make a big difference when you're about to fall on your face.



SILVER SHIELD RING

When you maneuver through the Silver Shield Ring—either in the Arwing or the Landmaster—the vehicle's shield meter will recharge partially.



FIRST AID KIT (GOLD)

The extremely rare gold first aid kit is a major boon, since it will rescue you from the brink of extinction and take you back to the top of your gauge.



GOLD SHIELD RING

More powerful than the Silver Shield Ring, the golden version will restore much more shielding. Don't use its greater recharge power until you really need it.



SPECIAL FLAG

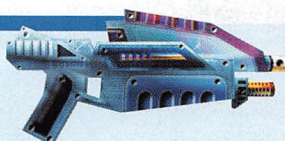
Five special flags are hidden in each Story-mode mission. Though not power-ups, they're worth hunting down—you'll unlock a major Vs. mode weapon if you find them all.



WEAPONS

BLASTER

You'll always have the blaster as a default weapon. It fires quick bursts and can charge up a strong shot that bores through some shields.



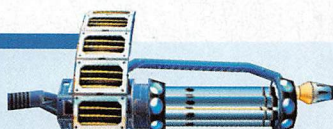
GRENADE

The metallic projectile will bounce off any surface it hits, so aim and throw carefully. If you press down the fire button, you can "pull the pin" and hold a grenade before lobbing it.



GATLING GUN

As a stronger version of the machine gun, the Gatling will blaze with serious rat-a-tat-tat when you hold down the firing button.



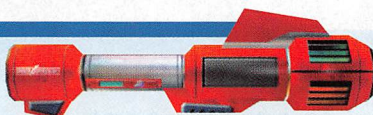
SENSOR BOMB

After you plant the sensor bomb on the ground, run far away. Within moments it will go active, and anything that moves nearby will set off its explosive power.



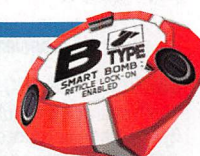
HOMING LAUNCHER

The launcher will fire a projectile that will zero in on its target to cause big damage. It has low ammo, unfortunately.



SMART BOMB

The Arwing-only smart bomb will cause a massive blast. Use it in conjunction with the ship's lock-on power to deliver a precision-strike explosion.



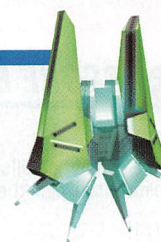
MACHINE GUN

With the machine gun in hand, you'll need only to hold down the firing button to spray a steady stream of bullets—great for taking out a crowd.



POWER UPGRADE (GREEN)

When you move through an upgrade in the Arwing or Landmaster, its firing power will increase a notch. The power-ups can add up to make your vehicle ever more destructive.



PLASMA CANNON

You'll get the unlimited-ammo cannon only in missions where you wind up riding shotgun—on the wing of a ship.



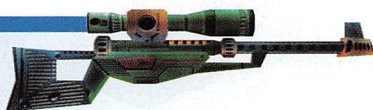
POWER UPGRADE (RED)

Twice as strong as the green version, the Red Power Upgrade will more quickly raise the strength of your vehicle's blasts. If you see one during battle, head for it immediately.



SNIPER RIFLE

The sniper rifle will pick off any foe (but not vehicles) in a single shot. You can activate its zoom scope to see great distances.



SETTLING THE SCORE

GETTING RESULTS

After each of the 10 Story-mode missions, you'll end on the Results screen, which shows how well you performed in a variety of categories.

1 ALLY CONDITIONS

Your friends will accompany you on missions, and they'll often come under enemy fire. You'll determine whether they come through safely or need to drop out.

2 MEDALS AND FLAGS

ALLY MEDAL

If you ensure that Falco, Slippy and Krystal all make it through a mission safely, you'll receive the mission's Ally Medal.

DIFFICULTY BADGE

You'll select a difficulty level—Bronze, Silver or Gold—at the beginning of Story mode or before a quick trip in Mission mode. If you attain the corresponding number of points for the difficulty level, you'll win its badge.

SPECIAL FLAGS

Five flags are hidden in each level. The number of them that you see on the results screen is the total that you gained during your run. You'll see more awarded flags only if you collect more of them on a subsequent mission.

3 SCORE BREAKDOWN

KILLS

The number of kills depicts how many individual foes and targets you eliminated, plus the total of your in-mission bonuses.

TIME BONUS

You'll receive a separate bonus after the mission based on how quickly you finished the main objectives. Don't speed through a mission and sacrifice the in-battle bonuses, however—they'll push your final score much higher.

DIFFICULTY BONUS

The Difficulty Bonus is a multiplier that's applied to the sum of your kills score and time bonus. Bronze difficulty offers no multiplier; the Silver bonus doubles your score; and the Gold bonus triples your score.

REPEAT MISSIONS TO ACHIEVE ALL GOALS

After you've completed a mission in Story mode, you can replay it in Mission mode to satisfy the various conditions and earn all the badges, medals and flags. You can return to meet the various goals on separate occasions—your rewards will accumulate.



4 MISSION SCORE

The Mission Score represents your final point total, which is the number used to determine if you'll score a difficulty-level badge.

BADGE SCORE

The Badge Score shows the point goal that you need to reach when playing the mission on a specific difficulty level. If your Mission Score equals or exceeds the number, you'll earn the Difficulty Badge.

MAX COMBO

The Max Combo number isn't added to your points, but it does reflect how well you did at building combos, which affect your in-mission bonuses.



SAVING YOUR FRIENDS

Falco's a great pilot. Slippy's a darn good engineer. Krystal lends her psychic skills to missions. And they'll all get into trouble as they fly with you—you'll have to help 'em out.

STAY SENSITIVE TO THEIR NEEDS

Your first cue that one of your friends is in jeopardy will be a call for help. As soon as you hear it, you'll have a short time to come to your buddy's aid before he or she will need to drop out. You'll have the best success taking out pursuers from the Arwing or the Landmaster, since their power is strong enough to destroy ships. If you're on foot, head to a vehicle—unless you're skilled with a Homing Launcher.

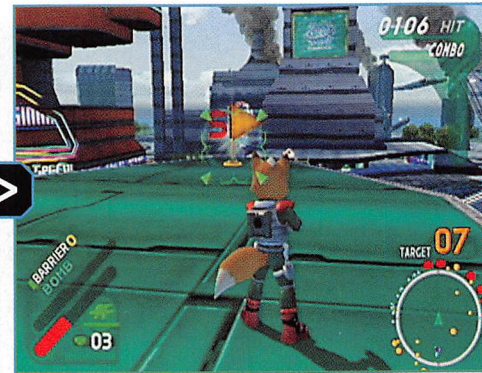


SPECIAL FLAGS

The five special flags in each of the 10 missions are stashed in secret locations. You'll need to hunt high and low to find them all—some are buried in some devilishly hard-to-find spots.

UNFURL THE FLAGS

Finding a flag requires much more than simply scouting the landscape for yellow icons. You'll never see a special flag unless you pry it out of hiding first. They're hidden in two ways.



Some flags are carried by enemies. If you blast the courier to smithereens, you'll find a flag left behind.

More typically, flags are invisible until you shoot the spot where they're planted. If your weapon's targeting reticle turns red when no enemies are around, it's an excellent indicator that you've stumbled across one of the flags. Blast the spot several times to make the flag appear, then collect it.

BONUS POINTS

When gunning for the bronze, silver or gold badge, you'll need to make your way through areas with smart shooting to get bonus points. Without bonuses, you won't have a chance at the silver or gold badge.

BONUSES IN SHOOTING STAGES

In the Arwing shooting stages, where you continue moving straight ahead toward the final mission encounter, you can earn only Group Bonuses and Blast Bonuses. Keep an eye out for the limited opportunities.



You'll earn a Blast Bonus if you wipe out five or more enemies with a single attack. You can do so with a fully charged Arwing blast or a smart bomb, if you strike a target that's in the center of a tight cluster of foes. The more foes you take out at once, the bigger your blast bonus will be.



You can score a Group Bonus by eliminating every member of a flight squadron or group of enemies. If you nail more than five members of the crowd with one blast, you'll also earn the Blast Bonus.



RUNNING THE RAILS

Because you move onward and can't circle back in the shooting stages, you'll need to employ quick thinking, a steady trigger finger and a sound attack strategy to score the bonuses.



All enemies in the shooting stages always appear at the same places and fly in the same patterns. Use that knowledge to anticipate bonus opportunities before they appear, so you can power up shots and adjust your targeting reticle before enemies swoop through your field of vision.



Use your brakes frequently during shooting stages. Slowing down can buy you precious moments when you're picking off the individual members of a formation or enemy grouping.

BONUSES IN ALL-RANGE STAGES

In the All-Range stages, where you can rampage on foot, in the Arwing and in the Landmaster, you'll be under constant pressure to move from kill to kill quickly, stringing them into an ever-larger combo. Each time your combo grows by 10, you'll earn a Combo Bonus, which becomes larger as your combo number grows. If your momentum (shown by the colored bars under your current combo) fully lapses, you'll need to start a new combo from scratch.



Every All-Range stage demands a different move-and-shoot strategy for stringing kills together. For example, in Sauria you'll find many pockets of enemies scattered throughout the sprawling world. Occasionally, you'll need to turn your focus away from the ground and take out flying foes, which aren't grouped at all—they soar around in all directions.

GAINING MOMENTUM—AND KEEPING IT

Though knowing the layout of an All-Range stage like the back of your hand will help you string combos considerably better, a few run-and-gun strategies are key for success.



Think ahead before you begin a combo run. You'll need to start your combo at the perfect spot so that you can progress through foes steadily to keep your momentum meter from bottoming out. Decide when you'll want to go out of your way for power-ups—and when it will result in losing too much time.



Certain enemies are dispatched best with specific weapons, so develop a sense for which enemies you'll encounter along your run, and which weapons you'll need to get rid of them. You'll have to cycle to the perfect weapon quickly—every second counts when stringing together your kills.



You'll be able to continue your combo even if you slip in and out of vehicles. You'll lose a little time when you enter or exit the cockpit, so plan your transitions only around pockets of enemies so you can rebuild your combo momentum quickly.



When you're interrupted with mission updates or if the mission is ending, keep gunning to add a few more kills to your combo. During missions in which an update results in a time-critical objective, build up your combo beforehand, when you have more freedom to hunt for foes.



USING THE GUIDE

As you turn to your Player's Guide for help with *Star Fox: Assault*, you'll want to know everything that it has to offer: mission descriptions, maps with detailed power-up callouts, special-flag locations and much more. The 10 Story-mode missions are lengthy endeavors—you'll need the right assistance at just the right times.



1 BADGE REQUIREMENTS

Each mission begins with a listing of the hit points that you must accrue to nab a Difficulty Badge.

2 MISSION BRIEFING

You can see the initial mission description, plus which modes of transport will be available to you, at the start of each mission section.

3 MISSION TARGETS

Depending on which difficulty level you're playing, you'll find a certain number of primary targets in each mission—our tips note their locations.

4 SILVER AND GOLD STRATEGY

To achieve the much higher hit-point totals that you'll need on Silver and Gold difficulty, check out the sidebars that disclose advanced strategy.

5 COMPREHENSIVE MAPS

Each section features a map—or, in the case of the more sprawling areas, multiple maps. Use them to find your way around with ease.

6 SPECIAL-FLAG LOCATIONS

Each of the area's five special flags is called out with its own tip to help you find and scare up the flags, which are always hidden or carried by a foe.

7 MISSION UPDATES

You'll learn of new objectives part of the way through many missions, and we'll introduce them with a section break.

8 RESCUE TIPS

You'll find tips that show when and where any of your team members get into trouble—which happens in each mission.

9 BOSS BATTLE

In missions that end in a boss battle, we'll conclude the section with full details on how to bring down the enemy.

MAP KEY

	Machine Gun		1-Up		Gold Shield Ring		Power Upgrade (Green)		Purple Aparoid Target		Missile (medium)	Story-mode maps note all freestanding power-ups. Destroyed enemies may drop power-ups—maps display the power-ups that are most essential to your survival.
	Homing Launcher		Barrier		Silver Shield Ring		Power Upgrade (Red)		Hatcher		Missile (large)	
	Gatling Gun		Smart Bomb		First Aid Kit (Green)		Special Flag		Transfer Device		Force Field Generator	
	Sniper Rifle		Grenade		First Aid Kit (Silver)	GOLD SILVER BRONZE			Jammer		Power Crystal	
			Sensor Bomb		First Aid Kit (Gold)	Difficulty-Specific Items			Missile (small)			



STORY MODE



MISSION 1 FORTUNA

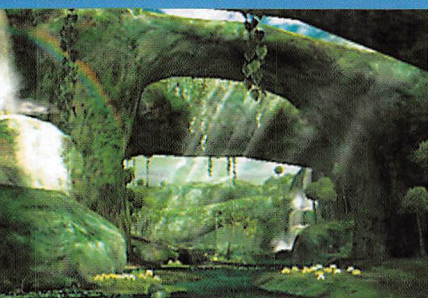
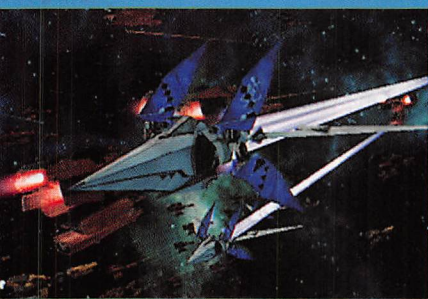
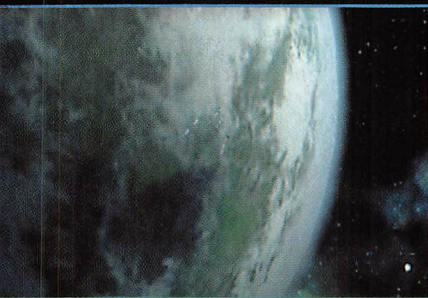
2 NEW ENEMY

MEDAL REQUIREMENTS:  **Bronze:** 450  **Silver:** 1,100  **Gold:** 2,300

The Star Fox team flies into a skirmish between its own Cornerian fleet and the tatters of an army once run by Fox's longtime nemesis, Andross (who's MIA from the epic). You'll take on Andross's relative, Oikonny, while wrecking his fleet. After you get the monkey off your back, you'll discover a fresh evil on planet Fortuna.

THE VIEW FROM ABOVE AND BELOW FORTUNA

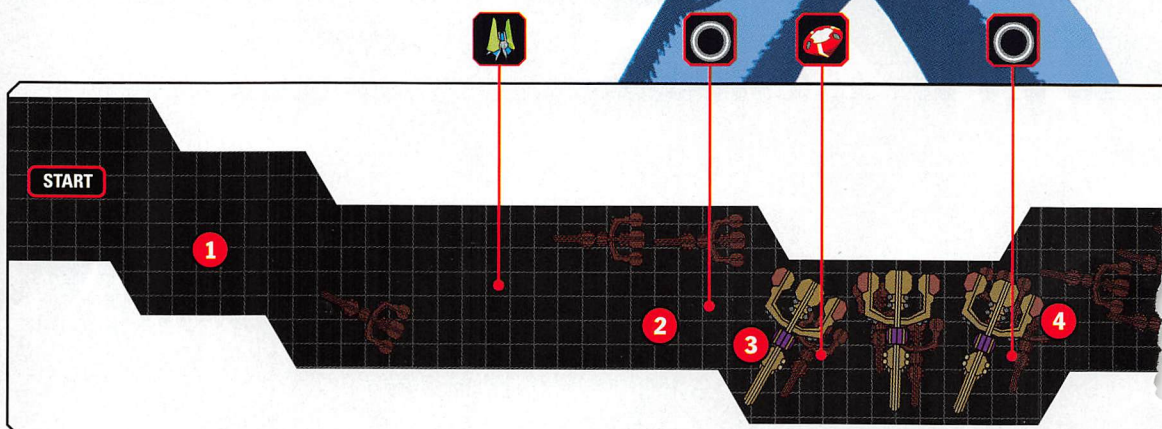
As you navigate through the blizzard of ships around Fortuna, you'll fly near many battleships. Only six are targets—those with massive purple orbs. The others are merely impressive background elements. Don't be taken in—save your concern with the scenery for when the fight moves down to Fortuna's surface, where you'll suffer damage upon collision.



MISSION BRIEF:



In orbit around the planet Fortuna, the Cornerian fleet battles Oikonny and the remnants of Andross's army. Search out and destroy Oikonny's flagship by using the Arwing to navigate the battlefield. If Oikonny flees, follow him or shoot him down.



1

CHARGE TO SLIPPY'S RESCUE



"Slippy, you've already got bogeys on your tail!"

During your Fortuna mission, you'll be flying with three other pilots: Slippy, Krystal and Falco. When any of them get into trouble, you'll have to come to their rescue before they're gunned down. Slippy slips up right off the bat; he's first on your rescue list.



Falco's complaints will signal that Slippy's in trouble. Start charging a homing blast the moment you hear his voice. Watch for Slippy to fly in from the right, then unleash your blast on his pursuer. Using this prep-and-release technique against critical single targets will let you do your duty fast so you can move on to shooting miscellaneous targets.

2

SHOOT FOR THE BIG BONUSES

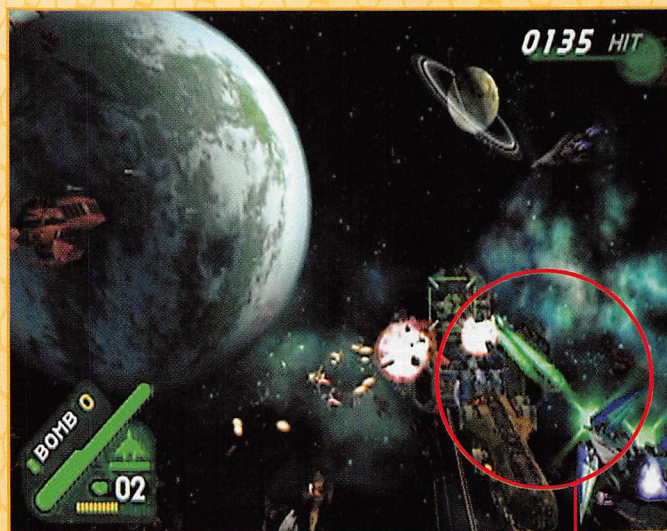


As several squadrons fly through, spray them with quick shots to wipe 'em off the map. If you don't need a health recharge, don't waste time going for the Shield Ring in their midst; stay focused on squadrons—each one you destroy fully will give you a Group Bonus in addition to the individual hit points for each ship in the group.



GO FOR MEDALS, GUN FOR SQUADS

The most important way to get high point totals in shooting stages (such as along the full Fortuna mission path) is to destroy entire squadrons and rack up Group Bonuses. Make that your sole goal if you hope to score the silver or gold badge.



After you nail the first three groups, look to this part of the screen and fire away at the swiftly approaching squadron—you'll need every second to get 'em all.



Whether you come to Slippy's aid or not, he'll drop off a Silver Shield Ring here.

Falco will leave a smart bomb in this location.



5

6

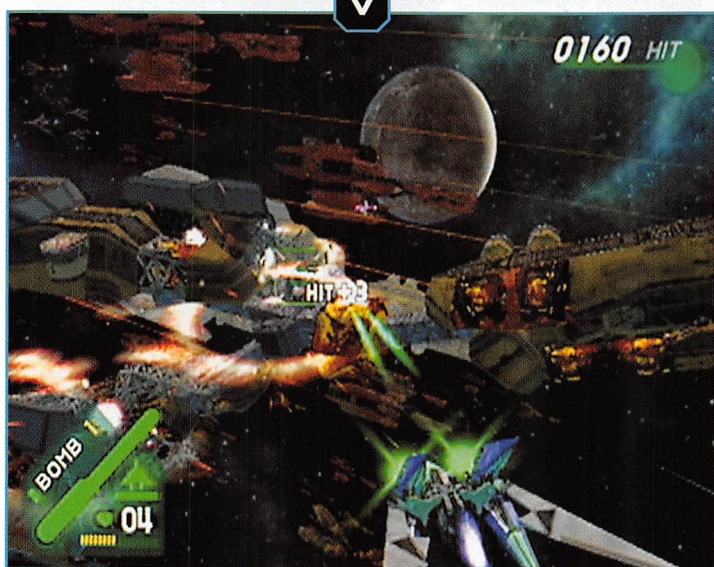
7

A page 24

3

BRING DOWN THE BATTLESHIPS

As you near a battleship that can be blown up, charge and fire a homing blast at its purple weak spot. On the Bronze difficulty level, a single charged-up shot will do the trick.



NIP EVERY POINT FROM BATTLESHIPS



To squeeze every point from a battleship, shoot out all of the disks on its surface before firing the final ruinous shot at its purple orb. On Silver and Gold difficulties, the orb takes more damage, so fire a homing shot from a ways off, shoot disks as you approach, then finish off the ship from a close distance.

4

GET SMART WITH THE MEGASQUAD



Grab the smart bomb between the first and second battleships. After you pass the third battleship, you'll see a vast fleet fly in from the left. Charge a blast and home in on a front-runner, but don't release the blast; fire the smart bomb down the homing path. The huge blast that results will encompass most of the fleet. Shoot down the few stragglers.

5

ROLL WITH THE PROTOTYPE'S PUNCHES

A mechlike prototype wings in for a showdown as you approach the final three battleships. Though you can spray it with lasers, you'll want to use a charge-and-home method instead.



The prototype charges up big blasts, so you'll need to use rolling defensive maneuvers to deflect the blasts as they come near. Charge a homing blast as you roll, then lock on to the mech and release the energy. You'll almost immediately need to dive into another roll, so charge up a second beam and repeat the sequence until the prototype is destroyed.



SHATTER YOUR RECORD

If you blast all of the small orbs that the prototype sends out before you defeat the robotic beast, groups of crystalline ships will appear. Obliterate each cluster to score a Group Bonus—and bring on another group of them.

6

SECOND BATTLESHIP BLASTFEST

The battleships in the second trio are more widely dispersed, so you'll have an easier time shooting out the many disks spread across their surfaces as you fly through. Don't deliver the felling blow to each battleship's purple orb until you've pecked out all the disks—you'll reap many more hit points from each ship.



7

WRECKING THE STEALTH SQUADRON



As you head into the final stretch of space, your fellow pilots will shout out a warning about enemies on radar. It's puzzling since none appear in plain view—until stealth ships start materializing out of thin air. Charge up a blast when you see the tell-tale pink glow, then release the homing strike on the ship's main body.



Each of the vehicles carries a left and a right bank of missiles. When a missile volley comes your way, roll to the side to deflect any damage, or zap the incoming projectiles before they strike your Arwing.



1 SURGICAL STRIKE FOR A FLAG



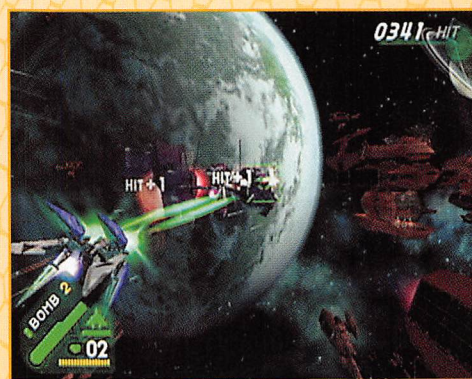
To uncover the first of the Fortuna mission's five flags, wipe out the back engine of the final battleship. Do it before you destroy the ship itself, or you'll lose the opportunity to score the flag.



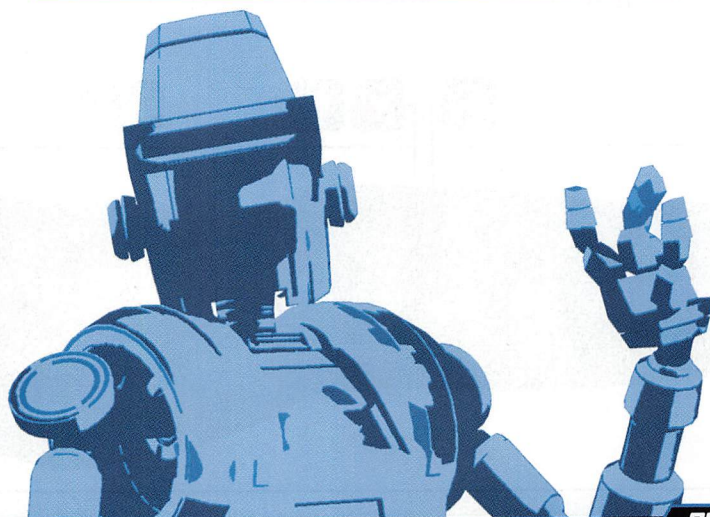
The mass of battle-ship debris can obscure your view of the flag, so hug the left side of the screen as you wing your way into the vaporizing cloud of space junk to find it.



MISSILE BANKS COUGH UP POINTS



To earn the silver or gold badge, you'll need to know where to find all hit-point-earning opportunities to rack up the huge totals. You can get a point for destroying each of a stealth ship's missile banks—just do so before you take out the main body.



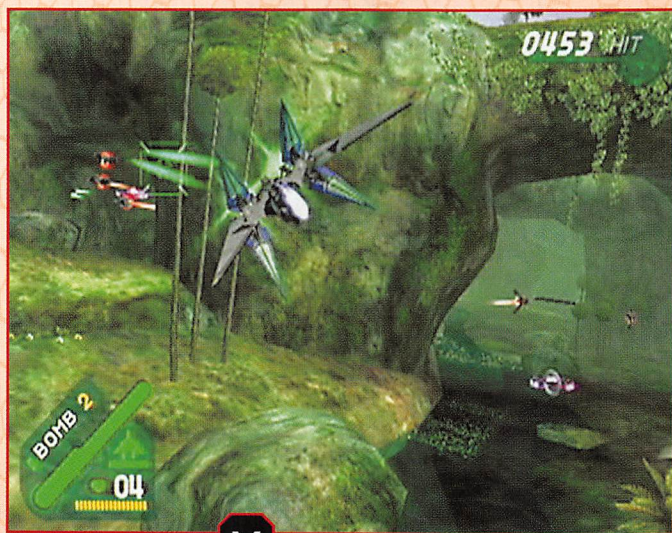
OIKONNY FLEES TO FORTUNA

Oikonny steers his personal ship down to Fortuna's surface, where you'll navigate through enemy-choked canyons and a well-armed base to reach the mad monkey—and the even-worse menace that's a surprise to everyone.



2 TUNNEL TO THE FLAG

To find the second flag, veer left when you reach the first clearing to discover a tunnel that holds a number of targets. Clear the trio that zooms out of the entrance, then head inside.



Destroy the gold tank at the far end of the tunnel to expose the flag. If you're using non-charged strikes against it, you'll need to pick off the tank's upper half and its base separately, so power up a charged beam to fell the tank in one shot.

8 INVESTMENT IN FALCO

"Bah! We got careless! We've got bogeys on our tails!"



As you enter the forest, you'll hear Falco call out enemies on his tail. He'll swoop in a few times to give you plenty of chances to rescue him. There's more than just good teamwork at stake: if you save Falco, he'll send in a smart bomb for you to pick up—it'll be in between the two bridges in the upcoming canyon.

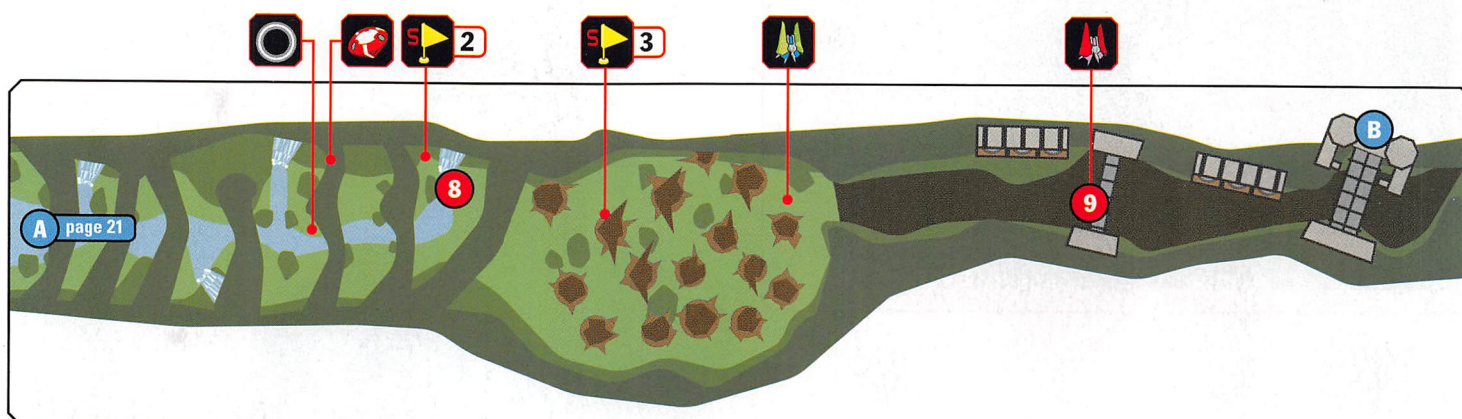
EARLY BIRD GETS ALL THE WORMS

Don't waste time picking off Falco's pursuers. Hit all of them immediately so you can shift your attention to all the point-accumulation ops elsewhere.

3 CAN'T SEE THE FLAG FOR THE TREES



The third Fortuna flag is inside the first tree in the middle portion of the forest. Blast the tree's left branch to reveal the flag, then fly through the exposed icon to collect it.



9

OVERCOME CANYON DEFENSES



Two banks of missile launchers are embedded in the canyon that leads up to the Fortuna base. Send in a charged beam to blow up several at once, then pick off the remaining launchers from a distance. As you approach the transport that crosses the first bridge, gun for its canisters to reveal a rare Red Power Upgrade.

11

YET ANOTHER SLIPUP

"Whoa! Get off me!"



When Slippy shouts for help, get ready to fire several quick shots in his direction as he swoops in from the right. You won't want to waste precious time picking 'em off, so do the job early and efficiently then focus on eliminating ground targets.

10

GO ON A SHOOTING SPREE

While flying through the compound, shoot at more than just the obvious enemies—wrecking the canisters scattered throughout the base also adds hit points to your total and reveals hidden power-ups. Watch for new foes that roll out of hiding. You'll often have little time to strike them.



S

4 MAXIMIZE YOUR TRACK STRATEGY



Transport tracks carve a path down the middle of the base. On your way to the flag nearby, strike the incoming transport unit's cargo to expose a smart bomb, then dive to the far left of the tracks, avoiding the pillars as you bank.

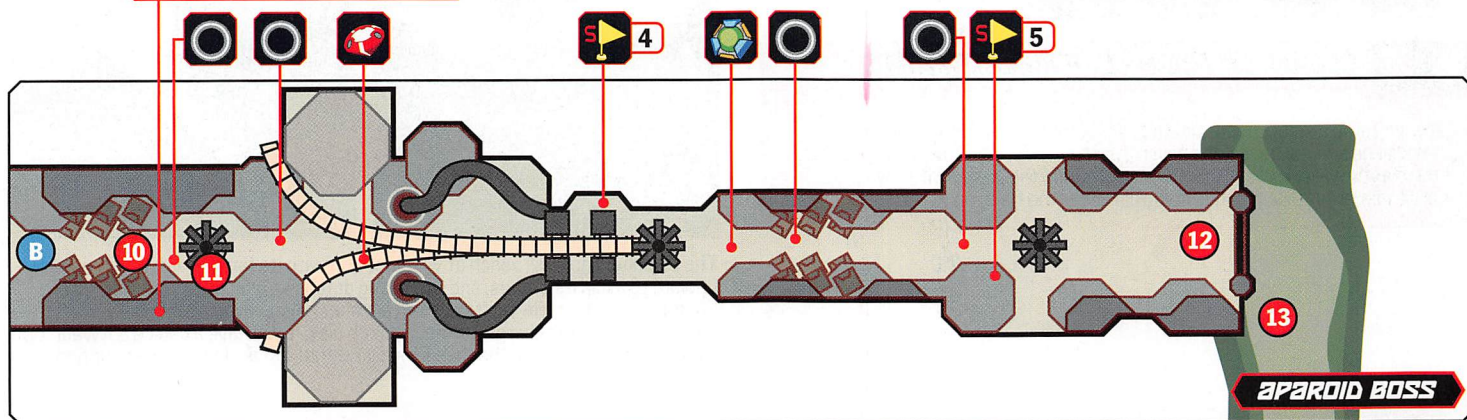
V



You'll see a single canister hidden in the left trench; blow it to pieces to reveal the Fortuna mission's fourth flag.



Fly behind the right-hand bunkers to find a smart bomb.



5 FLY HIGH AND TO THE RIGHT



You'll find the fifth flag of the mission inside a canister on the final series of right-hand platforms. Soar up to their level, blast the canister and collect the flag inside. You'll want to get back to picking off ground and air targets, so nab the flag quickly and return to business.

12 TACKLE THE TEAM OF ROBOTS



As you soar toward the gate that stands between you and Oikonny, you'll need to contend with a big group of robots. Lock on to a robot with your laser targeting system and send a smart bomb down the homing path to obliterate many of the hulking foes at once.

CLEAN UP THE PILE OF ROBOT PARTS

After you drop a smart bomb on the team of robots, follow up with another attack since several bots—and several partially destroyed bots—will be left in the blast's wake. Fire another bomb or pick off the debris with shots. You'll score a last great Group Bonus if you can clear the field.

13 DUKE IT OUT WITH OIKONNY

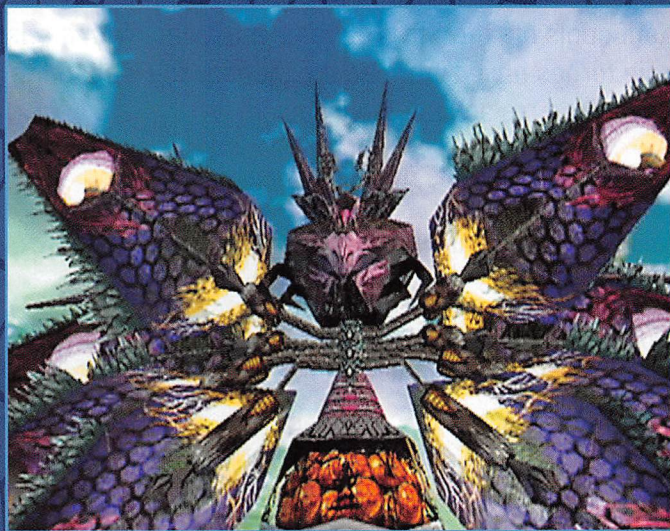
After you exit the base, you'll see Oikonny's ship transform into a mechlike version of the monkey. Though his face looks like an easy mark, you'll get nowhere with the great ape unless you find his two weak spots: his palms.



The Oikonny mech will punch at your location with its fists. Swerve left, right or upward to avoid its strikes, and use rolling defensive maneuvers if necessary. Charge up blasts while you're evading punches, then—when it exposes its palms—unleash the charges on each palm's disk. If you have a choice between two targets, fire at the palm that has a red disk—that fist is closer to destruction.

CLOSE ENCOUNTERS WITH AN APAROID

Surprise, surprise—Oikonny isn't the final Fortuna boss. After you crush his spirits, a bizarre winged insect will swoop in to ruin your victory. You'll need to fry the creature, part of a race known as the Aparoid, in a two-stage battle.



CLIP THE APAROID'S WINGS



You'll first need to destroy each of the creature's wing segments—firing at the circle in each is the key. Roll to the side to avoid the purple beams that discharge from any remaining circles. When you've eradicated its wings, the battle will shift into its second stage.

ASTEROID OFFENSIVES



In the second stage, the Aparoid will summon an asteroid storm. You can't blast the rocks out of the sky, so you'll need to use evasive maneuvers. One hit from an asteroid will take a big bite out of your shields.

SEE EYE-TO-EYE WITH THE CREATURE



In the second stage, the only way to hurt the beast is to strike its pink orb. It's often shielded inside the alien's body, so charge up while waiting for the orb to appear, then blast upon sight. You can shoot the orb any time you see it, even during asteroid strikes.

MISSION 2 KATINA

FRONTIER BASE BATTLE

MEDAL REQUIREMENTS:  **Bronze:** 400  **Silver:** 1,100  **Gold:** 2,300

Not long after the Fortuna incident cools off, the Star Fox team must deal with a crisis at the Katina base, where Aparoid forces have swarmed the station. You'll abandon flying for on-foot and tank-based strategy to squash the invasion.

HUNTING APAROIDS ON FOOT AND BY TANK

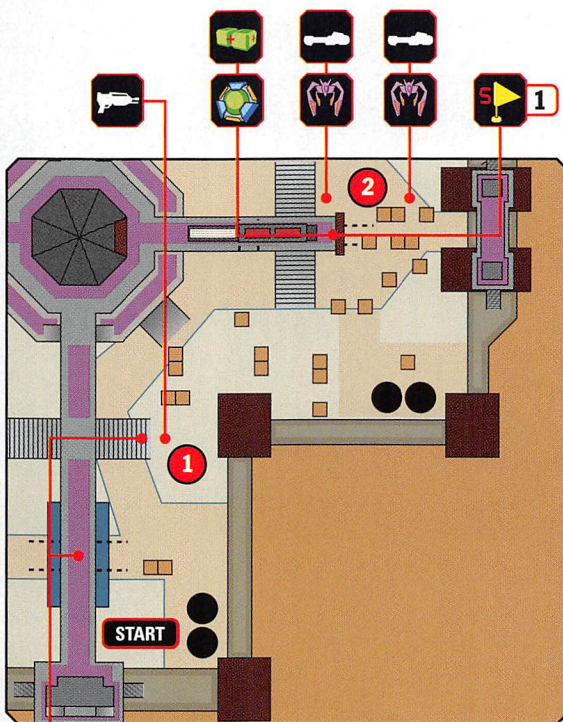
You'll start the four-stage Katina mission on foot as you rush into the station, then later have a Landmaster tank available for use. You can slip in and out of the tank as necessary—sometimes you'll need to squeeze into narrow spaces on foot. You'll also be able to pick up a variety of weapons in addition to your basic blaster: the machine gun, Homing Launcher, grenades and proximity mines.



MISSION BRIEF:



A base in the hinterlands of Katina has been attacked by an unknown assailant and requires an immediate investigation. At the same time, the invading forces, thought to be Aparoids, have struck in several places through the Lylat System and have interrupted all communications systems. The Star Fox team has been dispatched to Katina. Investigate the base and discover who sent the SOS signal and why.



When you get the Landmaster, you can shoot through the quadrant gates. Until then, you'll need to charge up your blaster until its power level is red. If you venture out of the southeast quadrant, see the second-phase map on page 30 for the location of all freestanding power-ups.

DEVELOP A PLAN OF ATTACK

Though you're free to roam, you should generally navigate the base counterclockwise to move from foe to foe efficiently, pacing out your target shooting so you can string together the biggest possible combos.

1 MACHINE-GUN SCORE

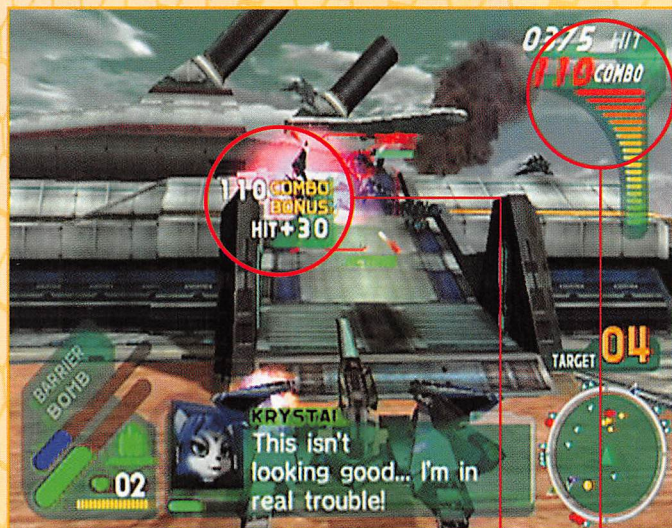


You'll begin with only the blaster but quickly score the machine gun. Move straight ahead through the Aparoid crawlers, gunning them down as you go, until you see the machine gun. It's great for firing at high speed—useful for when crowds swarm you.



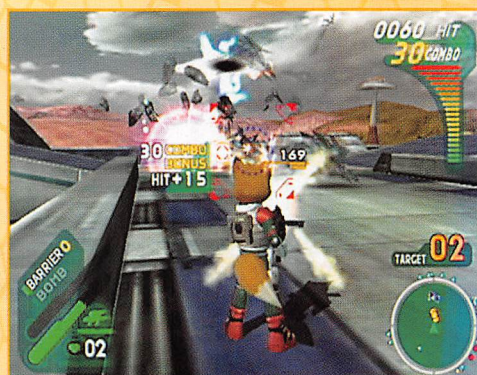
COMBOS CAN MAKE OR BREAK YOU

To earn a silver or gold badge in an All-Range stage, you'll need to focus on earning a high combo rating. Every time you defeat a foe, you'll have a short amount of time to wipe out a follow-up enemy—your attack pacing is key.



Each time you add 10 points to your combo—reaching 10, 20, 30 and so on—you'll gain an additional Group Bonus. At lower totals, you'll gain 10 points; at higher ones, you'll earn much more.

Keep up your attack momentum and pace yourself carefully. If all the colored bars under your current combo total fade, you'll have to start your combo rampage over at zero.



You won't need to focus on combos much on Bronze difficulty, but they're a must on Silver and Gold difficulties. Your radar will be invaluable for helping you "connect the dots" of your attack plan so your momentum doesn't suffer. Some foes won't show up on your radar until you get close, however.

2

TOPPLE THE PURPLE APAROIDS

You'll need to occupy yourself with the smaller Aparoids and a few minitanks until two large purple aliens appear near the eastern cargo hold. The big creatures are immune to quick blaster shots and machine-gun spray, so fully charge the blaster before unloading into their faces. Each will drop a Homing Launcher; you can use that weapon to nail the beasts.



1 UNVEIL THE STORAGE ROOM FLAG



Go for Katina's five flags when you have time to kill. (Don't hunt for them when you're gunning for silver or gold badges.) You'll find one of the flags in the east storage room. Break open its wide front door with a fully charged blaster shot, then aim your blaster at the empty space above one of the crates. When the reticle turns red, fire several times to make the flag appear.



MISSION UPDATE

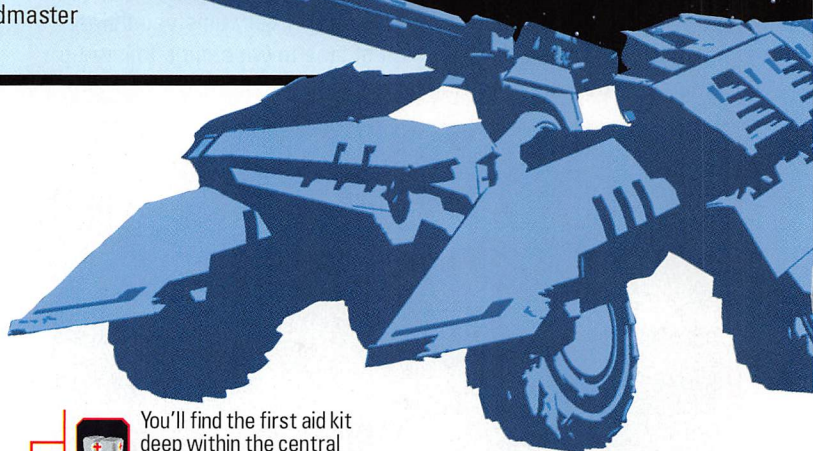
The two purple Aparoids are just the tip of the iceberg, so your mission is updated to clear the complex of them all. You'll get the Landmaster tank to help you blast through the crowds.

3

FIGHT YOUR WAY TO THE TANK



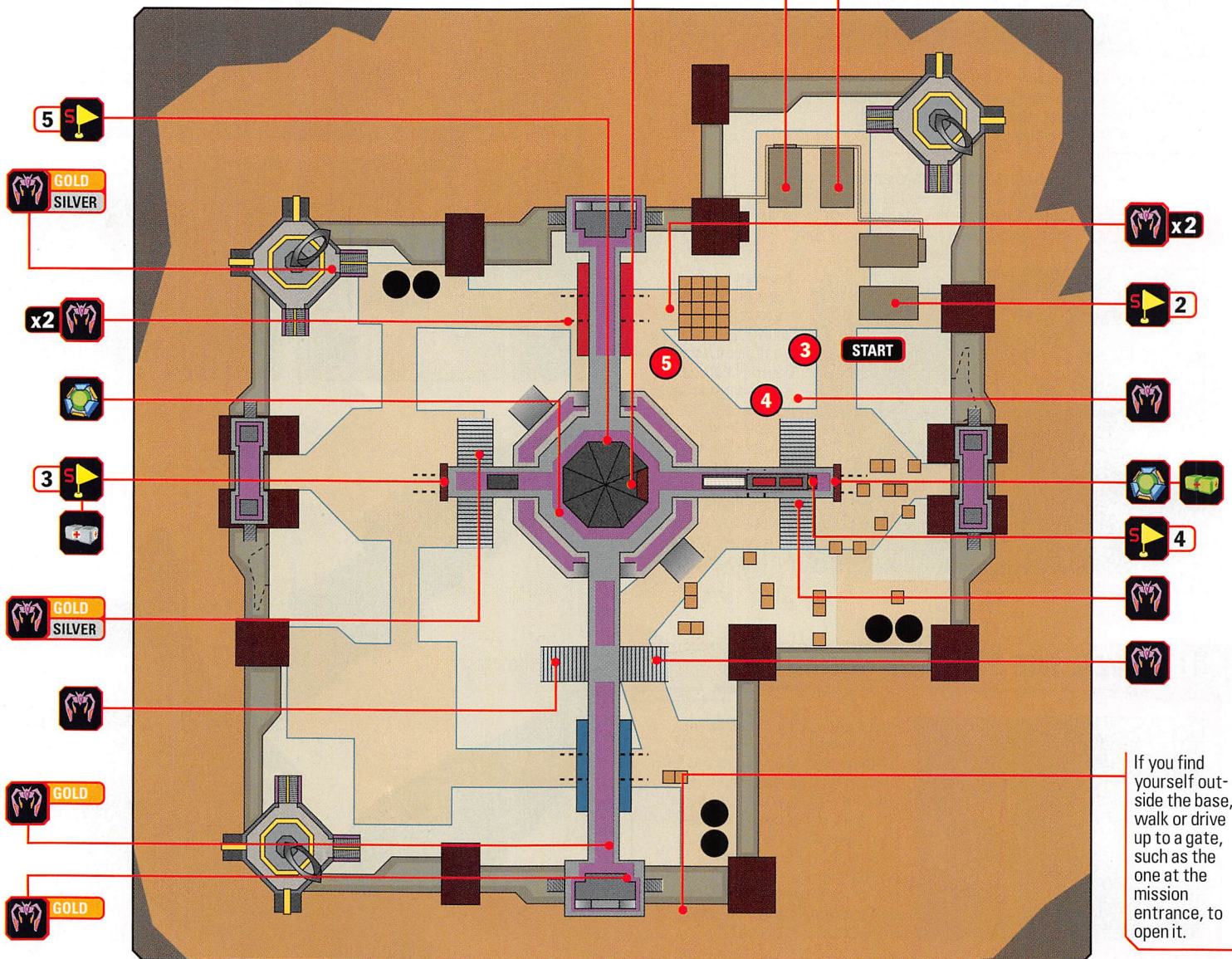
Your team will beam a Landmaster down to your location. You'll need to wipe the aliens away from the vehicle, so use the blaster or machine gun to clear them out. Don't use the Homing Launcher—its blast radius will damage the tank. If your Landmaster is blown up as you ride through the base, you'll get a replacement, though you may have to wait for it.



You'll find the first aid kit deep within the central building—take the elevator.

BRONZE
SILVER

Power-ups and flags remain in place for all mission phases if not collected.

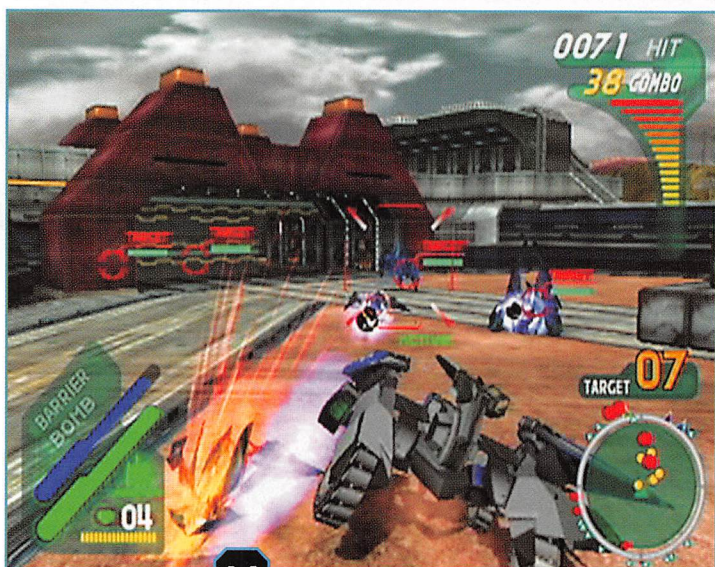


If you find yourself outside the base, walk or drive up to a gate, such as the one at the mission entrance, to open it.

4

START YOUR COUNTERCLOCKWISE ATTACK

It's not difficult to cruise the complex and eradicate the aliens; the challenge is to rack up a huge combo as you go. The red blips on your radar are your primary targets. String 'em together so you can wipe out foes along the way in an unbroken wave of destruction.



You'll be caught in some heavy crossfire in the Katina base. While in the Landmaster, you can avoid incoming projectiles by sliding left or right. If you need a faster technique, roll rather than slide. You can still fire the Landmaster cannon while using either evasive tactic.



If your target is high on a wall or behind an indestructible object, hit your hover thruster button to toggle on the thrust, then focus on swiveling your turret toward the foe and firing upon it. As you slowly rise, charge up a lock-on turret blast, then release it when you see your target.

The Landmaster also has the offensive capability of crushing small foes upon contact, whether by riding over targets or rolling sideways over them. You'll need to be careful when approaching larger targets, however, because the tank will suffer damage if it bumps into them.

CIRCULATING THROUGH THE BASE



When trying to string hits together, you'll always be racing to stay ahead of the combo-momentum meter. If it bottoms out, you'll need to start your combo over. When racing to your target, use your boost power to cross distances with accelerated bursts.



Small Aparoids cluster around many of the primary targets. You can take out large numbers of them with only a few shots, which can fill your combo-momentum meter to its max. Focus on the Aparoids before you gun for the main target, or you may run out of combo time.

5

FOES HOT ON KRYSTAL'S TAIL

"Fox, I can't seem to shake them. I need your help!"



Unless you're building on your combo from the first stage, wait about 20 seconds to start a combo in the second stage, because Krystal comes under fire soon after it starts. Use the Landmaster to quickly blast the two foes that chase her, then get back to business.



S

2 BUST THE BACK OF THE BUNKER



One of the bunkers in the north-east quadrant contains a hidden flag. Enter the southernmost bunker and fire several shots into the back of the chamber to expose the flag. Your reticle will turn red when pointed at the invisible spot.

S

3 A SECOND STORAGE-ROOM FLAG



Blast through the door of the west storage room, then head inside on foot and aim your weapon at the spot between the two crates shown in the screenshot. Again, you'll see the reticle turn red when you've targeted the invisible flag. Fire until the flag appears.

MISSION UPDATE

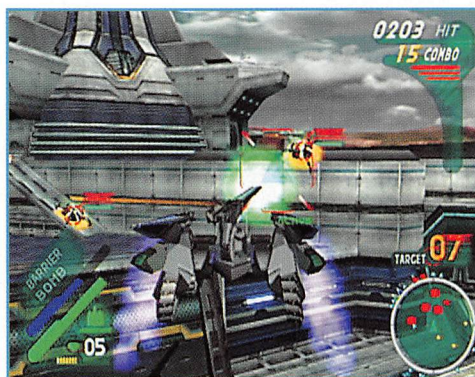
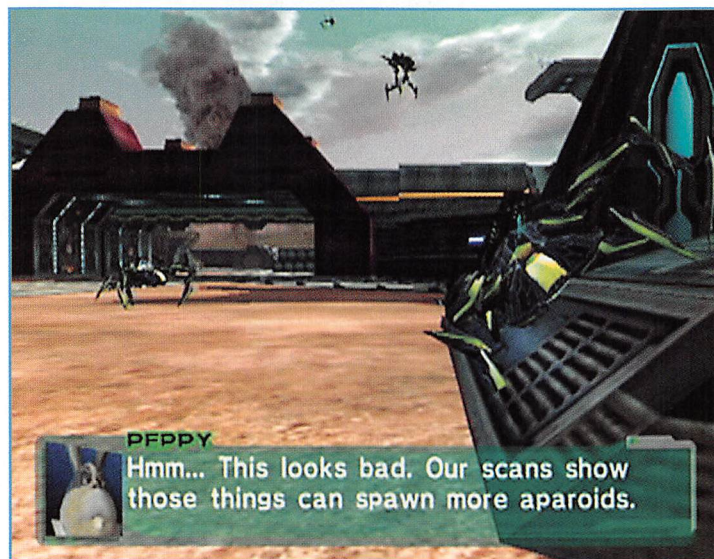
After you rid the base of its purple Aparoids, the aliens get even more serious about plaguing the complex by dropping in yellow Aparoid hachers. You'll need to rove the base once more—this time heading into the belly of the base as well—to purge every one of them.



6

SEEK OUT THE HATCHERS

The spawning devices cling to surfaces, so look around for them when you reach the spot shown on radar. They endure much damage, but a single tank shot will do the trick.

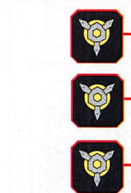


The Aparoid hachers are stuck to the ground, attached to walls and situated at the tops of ramps, and they're often surrounded by aliens, which makes for great combo-earning clusters. If you see a hacher on a ledge beyond the reach of your Landmaster cannon, hit your hover boosters and gun for it as it comes into view.



Some hachers are heavily guarded by minitanks, and their rapid fire can whittle down the Landmaster in no time flat. As you approach a group of minitanks, fire while sliding or rolling out of the way of their weapon spray. In a pinch, you can simply roll over them, though you'll suffer a little damage for each one that you crush.

Power-ups appear only during the third mission phase.



An Aparoid tank will drop sensor bombs.



Enemies will drop a machine gun.



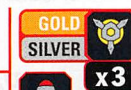
This hatcher appears after all others have been nailed.



An Aparoid tank will drop a Gatling gun.



An Aparoid tank will drop a Homing Launcher.



Enemies surrounding hatches will drop sensor bombs.



An Aparoid tank will drop a sensor bomb.

An Aparoid tank will drop a Homing Launcher.

7

PROBE THE BASE'S DEPTHS



If you're starting a new combo hunt in the third phase, first head inside to wipe out the hatcher nested in the base. Take the elevator down to the interior area, then wipe out the thick crowd of Aparoids and their hatcher.



On the return trip, you'll find a purple Aparoid in the elevator. Wipe it out with a hit from the Homing Launcher (or a full charge of your blaster), then hop on the elevator pad before it returns upstairs—you'll run out of time on your combo-momentum meter if you wait for the next elevator to arrive.

STORAGE-ROOM HATCHERS



On Silver and Gold difficulties, you'll find a clot of hatches in some of the supply rooms, plus a mob of the spawned aliens. If you have grenades, hurl a few into the back of the room to clear the crowd and destroy the hatches. Otherwise, spray the mob with machine-gun fire before heading in to blast the hatches.

8

COME TO SLIPPY'S AID

"Darn it! I'm being chased!"



If you want to score the gold coin in the Katina mission, save all friends that get into trouble. (Otherwise, ignore them and focus on combo strategy.) Slippy will shout for help about 30 seconds into the third stage. Power up some Landmaster homing shots and blast his pursuers out of the sky.

9

APAROIDS ATTEMPT TO OUTTANK YOU

The Aparoids will send in a new kind of alien to confront you during the third stage—a nearly impenetrable spherical insect. Its head is its weak spot; deliver several strikes against it to destroy the beast. The creature will shoot blasts at you and attempt to roll over you; use boosts to accelerate, and roll out of the way.

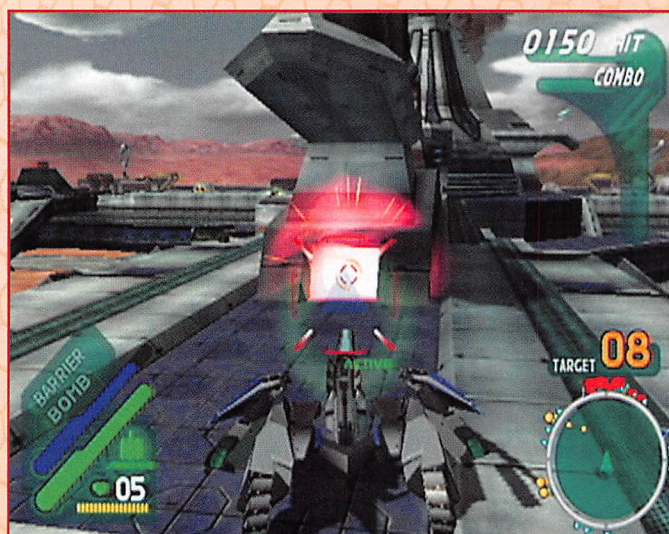


The Aparoid tanks will devastate your combo-making momentum, since they take much time to obliterate. Destroying one does offer a healthy number of hit points, however, so try to squeeze it in before you destroy your last hatcher.

5

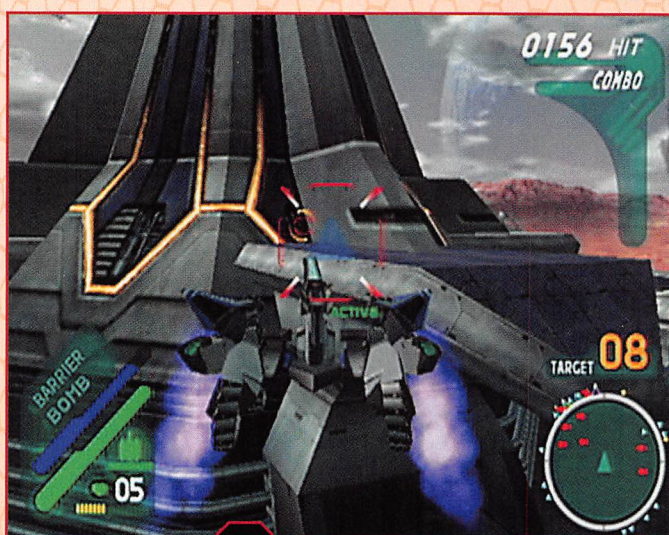
EXPLORE THE UPPER AREAS

You'll find a fourth flag tucked in a nook on the parapet above the east storage room. Fire on the spot where your blasting reticle turns red—after several blasts, the flag will appear.



5

NAB THE FINAL FLAG



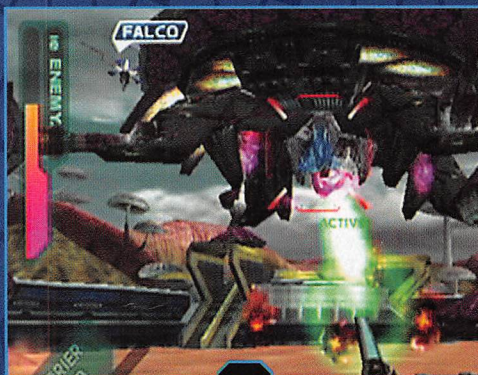
A fifth flag is hidden on the upper part of the central spire—it's on the north upper ledge. Reach the spot by using the tank's hover power, then blast the zone on the left side of the wall bracket repeatedly to expose the invisible flag.

CATASTROPHE COMES TO KATINA

After you've cleared the final hatcher, a massive Aparoid ship will descend into the courtyard. To get at its weak spot, a purple orb on top of the ship's main body, you'll need to use the tank to hover within firing range—easier said than done. Fortunately, some power-ups will appear on the western side of the out-post—in Bronze and Silver difficulties only—to help you stay in the game.



TICKLE ITS UNDERBELLY ORB



To bring the ship to its knees so you can hover to its upper surface, you need to hit an orb on its underside several times. Stay inside the Landmaster and roll to avoid the Aparoid ship's projectile attacks. If your tank blows up, run far away until you can find a replacement.



SCUTTLE AROUND ITS UPPER SURFACE



When the ship has dropped to its knees, hover to its upper surface and point your cannon at the ship's small spire, which will occasionally pop up to reveal the ship's vulnerable orb. Shoot the spire and its orb from a healthy distance, or your tank will be caught in its own blast.

EYE ON THE PRIZE



While waiting for the orb to appear, charge up a fully powered cannon blast to greet it, then hit it with repeated shots to fell the beast. When the upper surface glows, the ship is sending a missile strike at your position. Hit your thrusters to rise above the danger zone.

MISSION 3 SARGASSO SPACE ZONE

HOSTILITIES REVISITED

MEDAL REQUIREMENTS:  Bronze: 400  Silver: 900  Gold: 1,500

At the end of the Katina mission, the swine Pigma flew off with the Aparoid ship's Core Memory—essential for understanding the Aparoid threat. The third mission leads into the Sargasso Space Zone, where Pigma may have gone. You'll spend much of your time in the Sargasso station, with some forays into the surrounding space zone.

TAKE OVER THE SARGASSO BASE—INSIDE AND OUT

You'll begin your Sargasso attack from the inside of the space station, hunting down the transfer devices that are flooding the base with soldiers. While running through the station's multiple levels, however, you'll need to pay attention to how the space skirmish outside the station—waged by your teammates—is faring. If the group of inbound fliers grows too large, you'll need to hop in your Arwing and race to help the cause outside.

The might gauge in the upper-left corner measures how many enemies are flying around outside the station. If it fills up, you'll fail the mission.



MISSION BRIEF:



The Core Memory that Pigma stole may contain vital information on the war with the Aparoids. (It's currently the only core memory taken from the Aparoids.) It is believed that Pigma fled to an illegal hideout established by a gang of ruffians. Pursue Pigma and ensure the recovery of the Core Memory by taking control of the hideout.



You can focus your attention on taking out targets on the inside of the base for a long time. If you move quickly, you'll be able to clear most of your interior objectives before hightailing it out of the station to engage in some space shooting.

1

CLEAR THE GROUND FLOOR OF TRANSFER DEVICES

On Bronze difficulty, you'll find only one transfer device on the lower level; in Gold and Silver, you'll see more of them. Wipe 'em all out.



Large bots and turrets often surround the transfer devices. You'll have only a blaster at the start of your mission; charge it up fully to destroy the defenders. The devices spit out basic troops that you can dispatch with basic blaster fire.



Machines at the top of the ramps that lead upward spit out a flow of explosive barrels. Though you can blow up the machines quickly with a fully charged shot, a single shot from a sniper rifle—found throughout the base—will do the job best.



Health power-ups will appear occasionally throughout the mission.



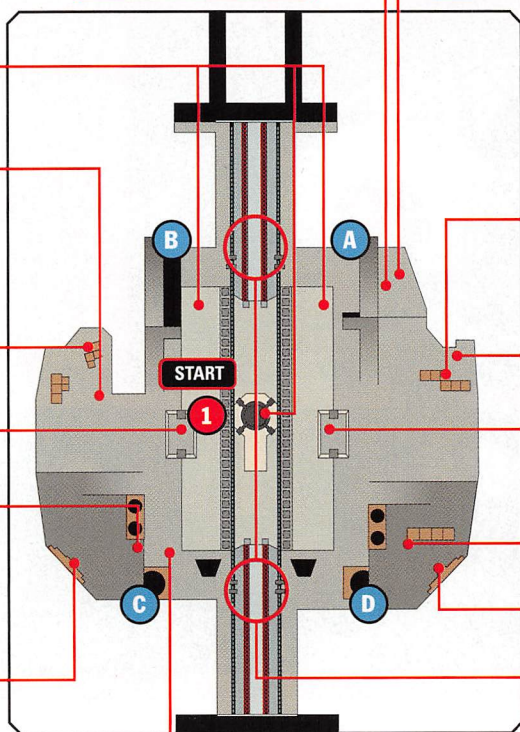
Pick up a green first aid kit from an enemy.



Blast the turret to score a sniper rifle.



Wreck the turret to discover the Barrier.



STRUGGLE TO STRING COMBOS



If you're quick, you can earn a 50-point-plus hit combo on the ground floor. Start your combo rampage by grabbing the two machine guns (twice the ammo) in the center of the ground floor: nab the western gun first, then use it to blaze away at nearby foes as you work toward the eastern one. Blast the two eastern turrets to reveal a sniper rifle, and use it to pick off the nearby transfer device and the barrel generators on other ramps in sight. Then run up the southeast ramp, snipe the transfer device and run back to the center of the room. From there, snipe the south transfer device, plus the barrel generators on the southwest ramp. Run up the ramp, snipe all enemies on the platform and use the elevation to snipe the transfer device and foes in the northwest corner. You can continue your combo by heading to the upper levels.



Destroy both turrets to find a sniper rifle.



Though you'll find your Arwing in the south bay, you can park it in either bay upon returning.

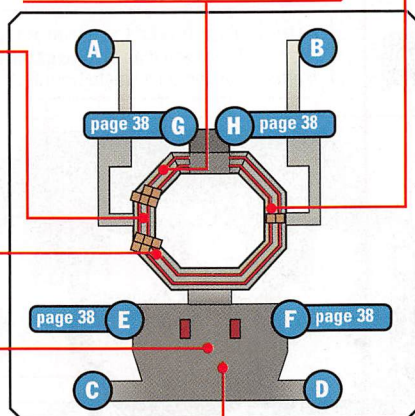
Destroy the turret to earn a green first aid kit (Bronze and Silver difficulties only).



Nuke the turret to scare up a sniper rifle.



A large enemy will give up a silver first aid kit on Silver difficulty.



1 FLAG HIDDEN IN THE CORNER



If you're scavenging for flags, pick up two of them on the lower level. While standing on the northeast platform, fire into the corner—into the spot where your reticle turns red—until the invisible flag appears.

2 SOUTHWEST PLATFORM TARGET



Aim your weapon at the space above the machinery on the southwest platform, then shoot at the spot until the flag materializes. Wipe out the nearby troop-transfer device before you tackle the flag capture, or you'll be shot by incoming foes.

2 CONTINUE YOUR RAMPAGE ON THE SECOND LEVEL

As you circulate on the second level, which consists of a network of ever-rising walkways, obliterate the two transfer devices on your way to the elevator that will carry you to the topmost floor.

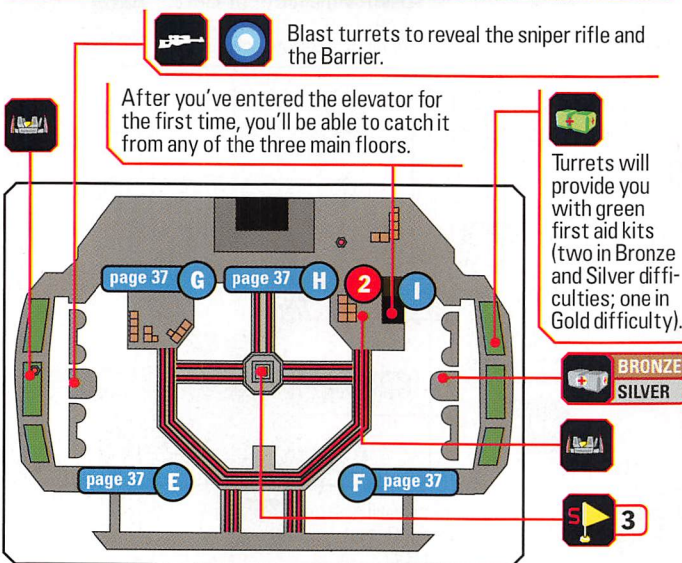


You can score two Barrier power-ups by wrecking several turrets in the complex. Destroy the one that guards the first hidden flag on the ground floor to find one Barrier. Blow up the turrets that line the second level's interior wall to nab the other Barrier. The protective single-use power-ups will come in handy among the angry crowds on the third level. To get there, step onto the elevator pad on the second level. (You can then use the elevator from any of the base's three levels.)

WORK THE SECOND FLOOR



Whether you're building on your first-floor combo or starting a new string of hits, you'll have an easier time of hitting a string of targets on the upper floors if you stay on the move. The sniper rifle is great for taking out well-armored foes quickly. Before you head to the elevator, destroy the high turret line to find a sniper rifle, then pick off any remaining foes below.



3 SECRET STASH IN A CRATE

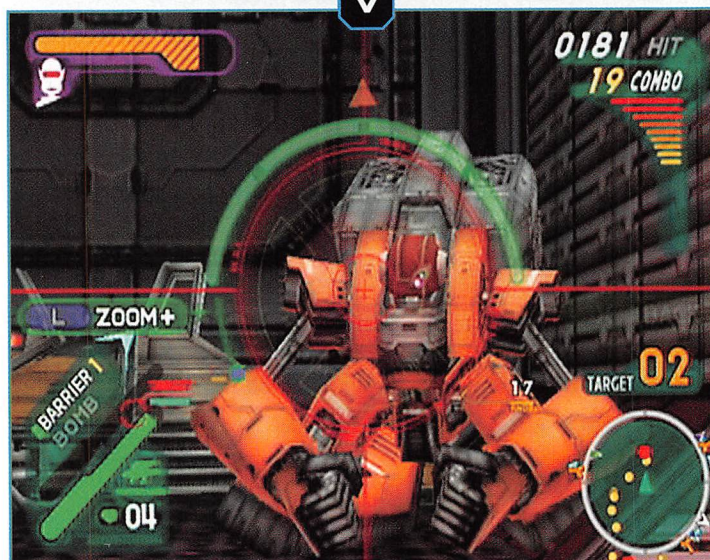


On the uppermost walkways of the second level, zap the yellow box in the center of the area—you'll need to use a fully charged blast or a shot from your sniper rifle—to expose the flag inside.



3 PLUNDER THE THIRD LEVEL

After you take the elevator to the third level, you can wipe out the final transfer devices. Use machine-gun spray and the sniper rifle to plow through the crowds.



The last transfer device is in a room crammed with tough enemies. As you near the door, which will slide open upon your approach, hurl in grenades then step back and let the explosives work their wonders. Toss a few more into another corner of the room, then blast any stragglers with your sniper rifle. When you've finished off the last transfer device, the mission will shift to a final space fight outside.



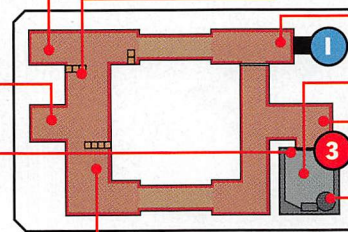
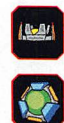
You can find a Barrier by defeating the foe in the corner.



Wreck the turret in the hallway to score a sniper rifle.



Troopers will drop a machine gun.



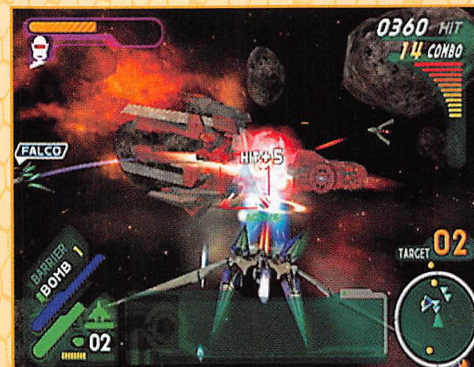
A large enemy will give up a white first aid kit on Bronze and Silver difficulties.



Pick up a green first aid kit after dispatching a large enemy.



A FLEET OF COMBO POINTS



When you wreck all of the transfer devices, you'll face a final space fight, during which you won't have much breathing room to score points outside the space station. So before you finish the interior mission, take the Arwing for a spin—but make sure a large number of battleships have shown up outside first.

4 WITHIN THE HOLOGRAM



To reveal the fifth flag, fire into the holographic screen in the corner of the room, where the final transfer device is being protected. You'll have to shoot several blasts into the spot to get the flag to show up.

ENEMY REINFORCEMENTS

You'll have the option of heading outside for space battles at any time during the Sargasso mission—though it'll be mandatory if your inside job takes too long and enemy forces grow too dense.

SINK THE BATTLESHIPS

The more time you take with your interior mission, the more battleships will appear on the periphery of the station. Obliterate each ship by first gunning down the missile launchers on its top or bottom, then blasting the central orb—its weak spot. Smaller enemy craft abound, so listen for Peppy's warnings about foes on your tail.



Battleships will fire volleys of homing missiles at you. You'll have only a moment to react when you see them nearing your back fender, so go into a backward loop to shake 'em and continue your forward flight. Alternatively, you can roll to deflect missiles.

SEEK OUT SHIELD RINGS



Several turrets gun for you from around the asteroid belt that surrounds the station. Though you may not see one until you're dangerously close to it, keep an eye on turrets via radar—they appear as yellow dots. Seek them out if you need a supply recharge. If you destroy a turret, it will drop a Shield Ring in its place.

MISSION UPDATE

After you've wrecked the inside of the Sargasso space station, known to be a hideout for galactic rogues, one of Fox's old enemies, Wolf O'Donnell, will pull up outside the station with his two compadres, Panther and Leon. You'll need to shoot all three out of the sky to complete the mission.



4 KRYSTAL IN JEOPARDY

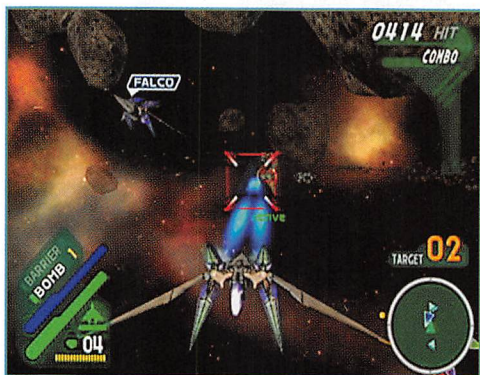
"Fox, I've got enemies on my tail!"



During the space skirmish with the team, Krystal will come under fire from three ships. She zips around quickly, so you'll need to lay on your booster to catch up with her and finish off her pursuers.

5 FALCO UNDER ATTACK

"Fox, get the guys to the rear!"



Well into the final flight, Falco will also get into trouble with a trio of enemies. You'll need to venture out farther from the base to reach him, so pour on the booster to get to him before his assailants rub him out.

WOLF'S TEAM

Wolf and his teammates are desperate to take you out of the picture, and they'll all try to get behind you to send missiles up your tailpipe. Stay glued to one—rather than dividing your attention—until you've destroyed his ship. Staying on the offensive from the get-go will ensure that you won't need to worry about defense.



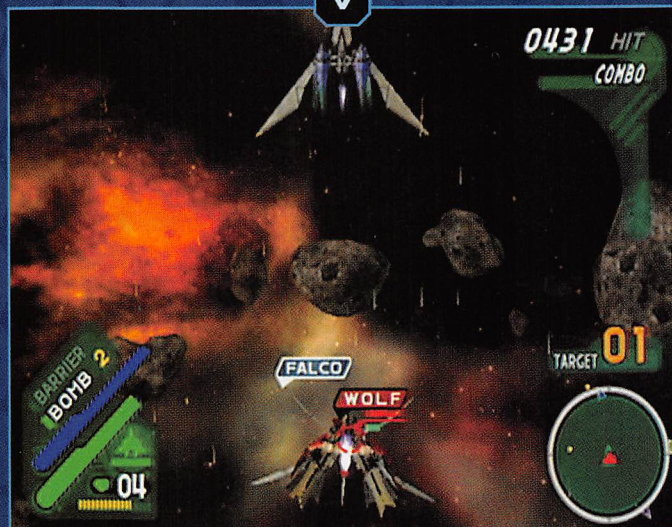
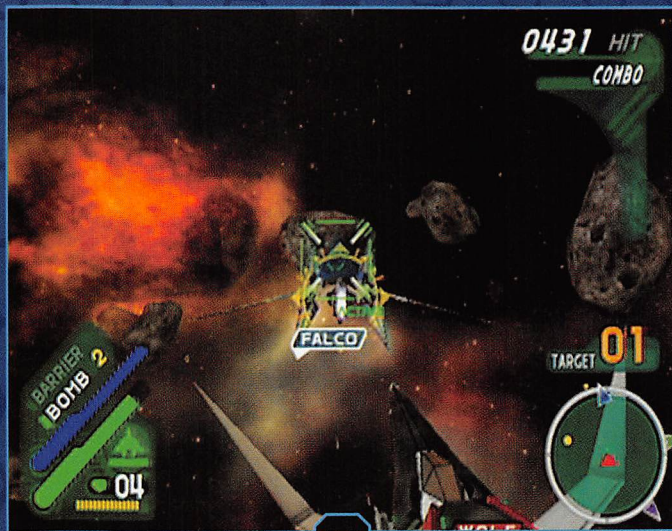
Wolf, Leon and Panther aren't the only problems: a battleship has pulled up alongside the station with a host of smaller foes. Take out any smaller enemies that you cross as you head toward your main prey, and squeeze in a few felling shots for the battleship itself to score some hit points.

IN PURSUIT OF WOLF & CO.



Use tight turns and sudden reversals to get behind each of the three main foes: Wolf, Leon and Panther. When you're in close pursuit, charge up a homing shot and fire it at your enemy. As the shot flies toward its target, follow up with quick shots to compound the damage. Each time you hit one of the main guys, he'll race off and you'll need to get into position again. It'll take several strong offensives to destroy each target.

DODGING LOCK-ON



If an enemy craft gets behind you, its pilot will try to lock on to your Arwing and launch missiles. You'll always know when a foe is trying to lock on to you—you'll see a targeting reticle appear over your ship. When you're under lock, quickly execute a backward loop to break the connection.

MISSION 4 FICHINA

INTO THE STORM

MEDAL REQUIREMENTS:  **Bronze: 600**  **Silver: 2,000**  **Gold: 3,900**

Your pursuit of Pigma takes you to Fichina, a planet protected by a climate control center. Unfortunately, upon your arrival, you discover that the device has been shut down, and the resulting conditions will make your investigation difficult.

ON THE HUNT ACROSS THE ICE FIELDS

The blizzard and icy patches make crossing Fichina on foot an ordeal, so you'll need to climb into the Landmaster tank to protect yourself from the elements. Though you'll have restricted visibility, you can compensate for the lack of clear vision by relying more on the radar and your targeting reticle.



You may not see foes well, but you'll know you have an enemy in your sights when the reticle turns red.

You'll also be able to spot far-off enemies in the blizzard by closely monitoring changes on the radar screen.

MISSION BRIEF:

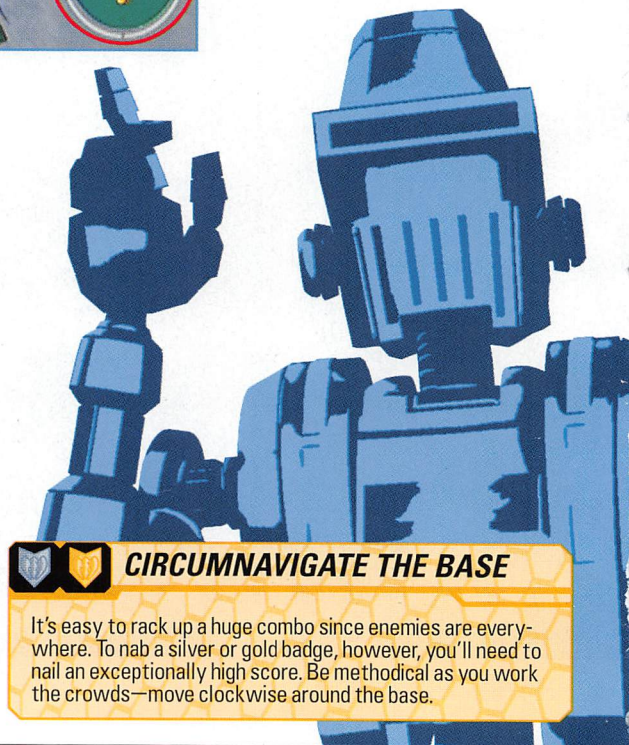


Pigma has fled to Fichina where he's taken control of and shut down the planet's climate control center. Find a way into the center and get the climate control device running again. Be warned: Aparoids have been detected in the area around the control center. Proceed with caution.

1 LEAP INTO YOUR TANK

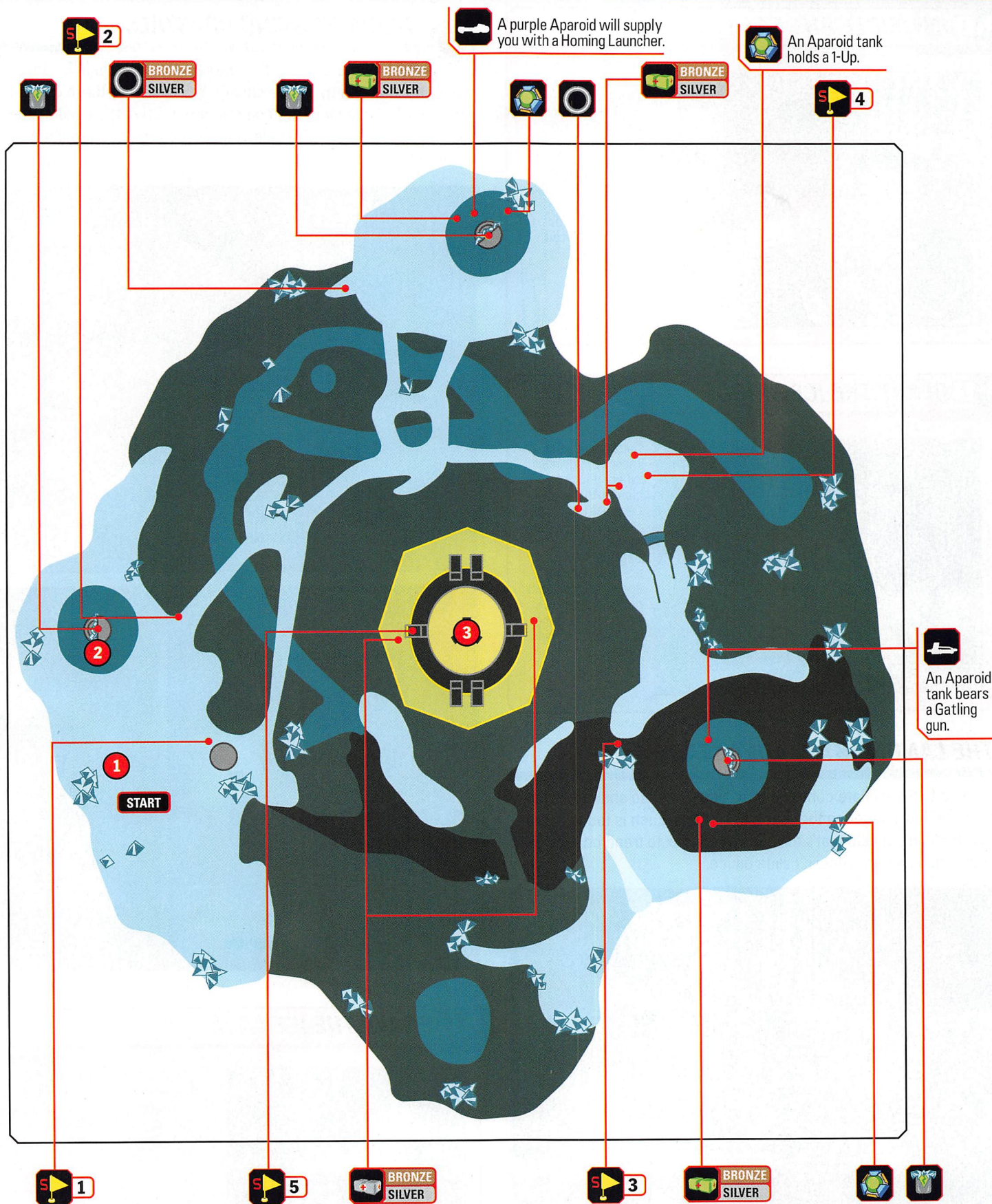


The grounds around the climate control center swarm with Aparoid forces. Between them and the weather, you're too vulnerable on foot. Fortunately, your Landmaster is right in front of you at the start of the mission; climb inside and get rolling.



CIRCUMNAVIGATE THE BASE

It's easy to rack up a huge combo since enemies are everywhere. To nab a silver or gold badge, however, you'll need to nail an exceptionally high score. Be methodical as you work the crowds—move clockwise around the base.



1 INVISIBLE BUT EASILY FOUND



You can uncover a flag from where you first hop into the Landmaster. Swing your turret around to face the squat stone pillar, then blast its base at precisely the spot where your reticle turns red.

2 BLAST THE ICE BRIDGE



Rumble over the the ice bridge near where you first climb into the Landmaster—not the one beside the stone pillar but the one just to the north of it. Fire upon the small post on the bridge several times to bring the flag out of hiding.

THE LANDMASTER ADVANTAGE

To get into the climate control center, you'll need to shut down its force field by shattering three power crystals. Each is found in the middle of an ice field that's too slippery for Fox to tread on foot. Stay in the Landmaster; it doesn't slide on ice.



2 BEGIN BUSTING CRYSTALS

Each of the crystals that powers the force field is atop a pillar and shielded by an ice cluster. You'll find the three crystals west, north and east of the control center. Drive the Landmaster to the base of its pillar and angle your turret straight up to get a clear shot.



3 BRAVE THE ICE CAVE



The third flag is buried in the floor of the narrow ice cave just west of the eastern power crystal. Zap the spot in the floor where your cannon's reticle turns red.

GO COMBO-CRAZY AROUND FICHINA



To build a massive combo before you breach the control center, start by hitting the group of foes near where you begin your Landmaster rampage. Then move toward the western power crystal, taking on another Aparoid group along the way and one more around the crystal. After you wreck the crystal, you'll have approximately 20 combo points.



Scores of targets are in the ice channel that leads to the north power crystal. Build on your 20-combo-point base by blasting Aparoids as you descend into the channel, then shoot at the gunners attached to the undersides of ice bridges that span the channel. You'll bump into rolling Aparoids—not seen since Katina—along the way. They're formidable, so unless you're expert at wiping them out, avoid the giant creatures and pick off smaller targets around them from a distance. If you take them on, roll backward as they chase you to get a few good shots at their vulnerable heads. You'll have approximately 65 combo points if you clear the big beasts.



Find the ramp that leads up to the second power crystal; otherwise you'll need to waste precious time by hovering up to a ledge. Blast the nearby bridge gunners then proceed to the crystal, taking out the crowd of targets around it. Hit your hover to get a look at distant targets on and across the ice bridges, then fire off homing shots to blow them up. You should have around 100 combo points.



Make your way to the final power crystal by rolling down the ramp near the second crystal and ravaging enemies in the ice channel. Hit the turbo to gain elevation to target foes that are on ledges and bridges above. As you enter the area around the third crystal, you'll see a wave of smaller foes that

surround two rolling Aparoids. Pick off the smaller foes to add a quick final batch to your combo total—you should be around 120 combo points—before tackling the two well-armed rollers. Then shatter the final power crystal, on top of the nearby pillar.

4 PICK AT THE ICE PLATFORM



One rolling Aparoid is on a high ice ledge on the northeastern part of the field. It won't be safe to find the flag until you vanquish the roller, so gun for its head several times to destroy the creature.



Tilt your turret at the ground near the small ice crystal cluster—it's the group that's out in the open, not those that cling to the nearby wall. Blast the spot where your reticle turns red to expose the fourth flag.

5 BEFORE YOU HEAD INSIDE



After you shut down the force field, you can get an unobstructed shot at the flag hidden above the control center's west entrance. You can blast the flag out of hiding when on foot or from inside the Landmaster. Point your weapon at the top of the archway and fire at the spot where your reticle turns red.

3

ABANDON YOUR LANDMASTER

With the force field down, you can finally enter the climate control center. Its entrance is far too narrow for the Landmaster, however, so climb out and run inside for the next phase of the Fichina mission.



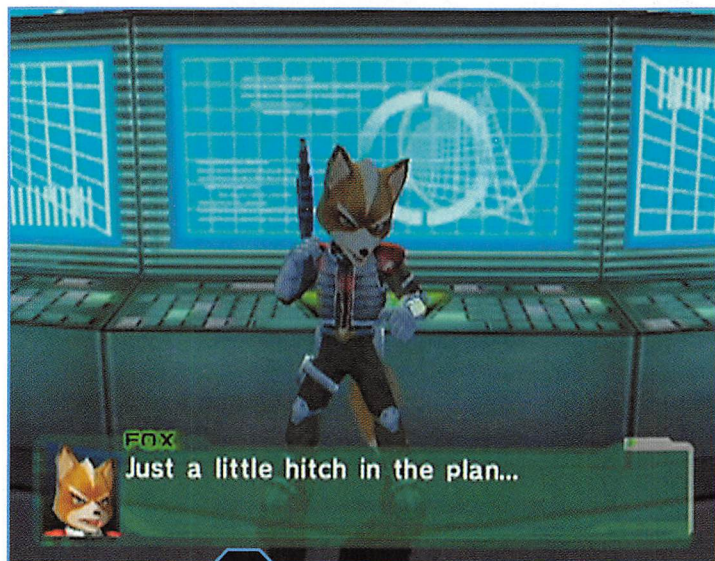
MISSION UPDATE

Upon entering the climate control center, you'll see Fox reactivate the system, which chases away the heavy blizzard that's keeping your friends from flying in to help you. Unfortunately, you'll need to stave off attacks from the center's internal defenses until Falco can reach your location—and give you an amazing ride.



4 FEND OFF SENTRIES

The sentries will start flooding the center, so force them to bunch up—they're far more predictable that way—by backing up in a clockwise or counterclockwise direction around the central computer. Sentries are invulnerable until they spread their arms, which they do when they lunge at you.



ON FALCO'S WING

Just when the sentry population starts getting too thick, Falco will swoop in and exterminate the group. You'll then hop on the wing of his ship for a tour through the Fichina area that requires you to gun from your vulnerable position.

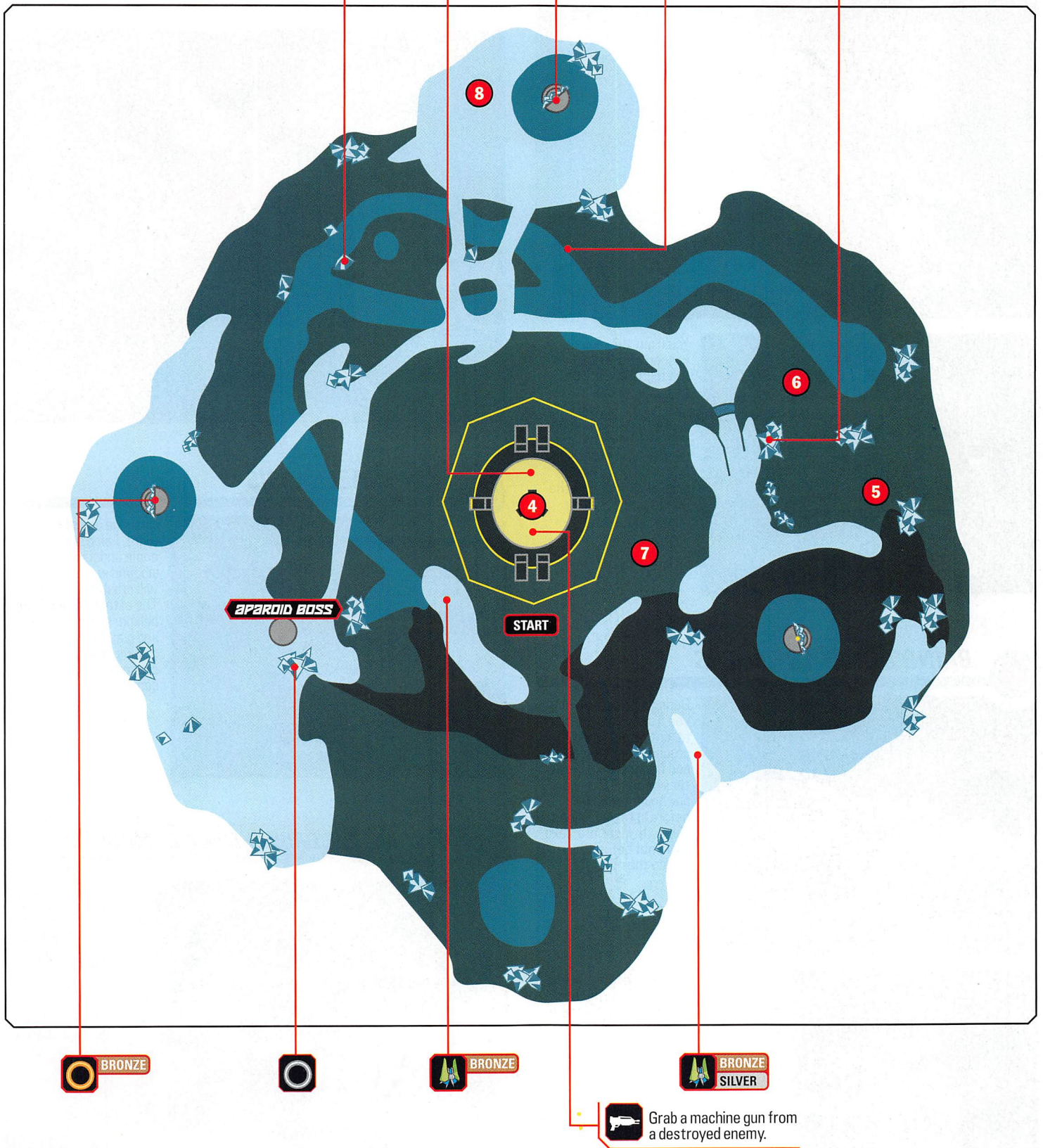


FLY-BY-THE-SEAT-OF-YOUR-PANTS COMBO

The aerial tour offers tons of opportunities for gunning up a great combo. The secret is to pace yourself so you don't run out of foes before you cross into more densely populated areas.

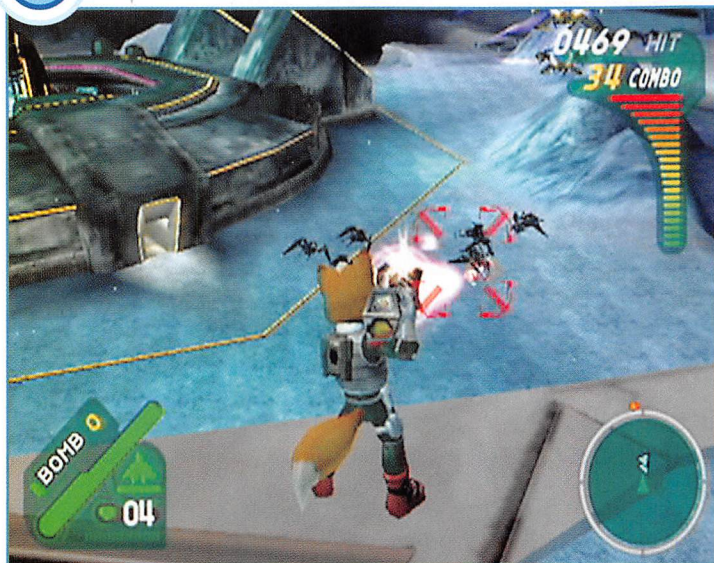
Your flight on Falco's wing will end in a boss battle—items labeled on the map won't appear until then.

 Pick up a machine gun after downing an enemy.



5

FRAG THE GROUND TARGETS



You'll get the plasma cannon at the start of the flight, and it'll be your only weapon against the throngs of ground enemies. When you see the warning sign appear, a targeting laser is locking on to Falco's ship. Blast it before the laser slices down for heavy damage.

6

BRING DOWN THE FLIERS



During most of the run, you'll need to divide your attention between ground-based threats and flying ones. The latter will come into view and hover for a while before spraying Falco's ship with laser fire. Take them out before they can do their worst.



Mothlike fliers will also wing in. They, too, take a moment to charge up their blast, which will give you a little time to gun 'em down.

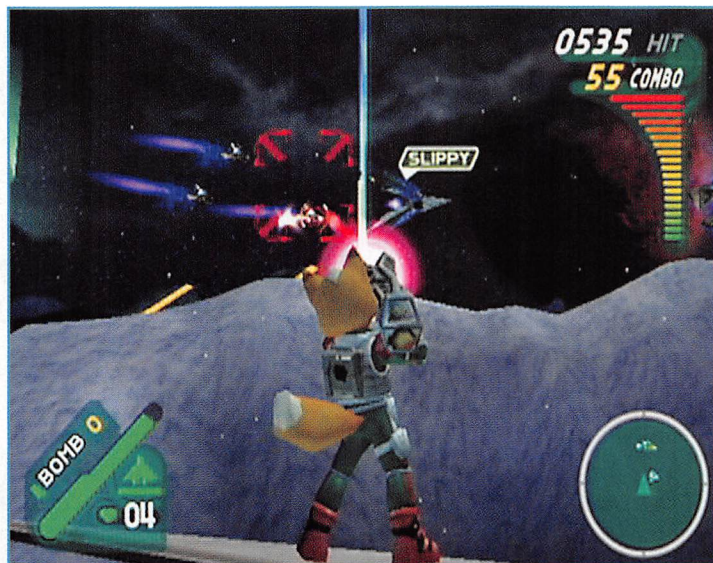
7

YET ANOTHER SLIPUP

"Whoa! Get off me!"



Though Slippy soars in to help you out, he again quickly gets into trouble. Gun down the trio that dogs the frog, then return your focus to protecting Falco's ship.



8

KAMIKAZE CRISIS



Near the end of the flight, Falco's ship will come under attack from inbound enemies that will crash into his ship. The attack comes from behind, so turn around and gun them down quickly, or else they'll cause huge amounts of damage.

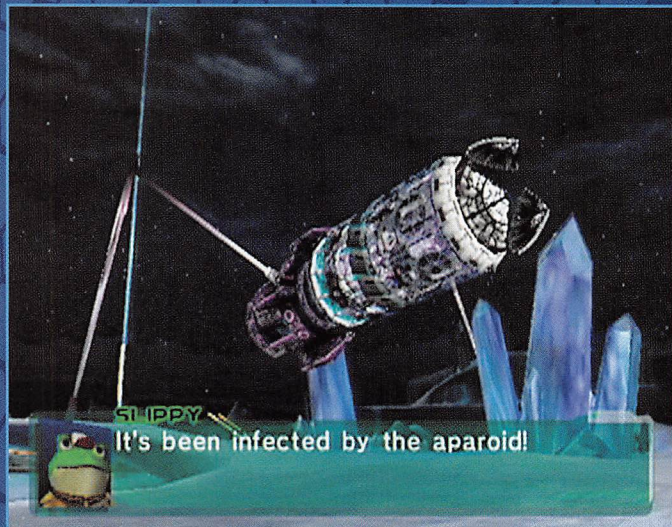
WORK THE CROWD FOR A COMBO



Though ground and aerial enemies abound, you'll need to continue turning to see the closest target. You'll want to snag each and every one to rack up a combo total of 150 or more, so use your radar to keep tabs on ground (yellow dots) and aerial (light-blue triangles) foes.

SHOCKING APAROID DEVELOPMENT

At the end of the flying tour, you'll see Pigma use some kind of technology to turn a hunk of machinery into a daddy-long-legged Aparoid, then fly away to leave you with the problem. Your friends will beam down your Arwing for the fight.



SOARING THROUGH THE SWARM



The cylindrical insect-mech will release a flurry of bugs from its shuttered end. Destroy as many as you can; some will leave behind smart bombs when they explode—which are key to fighting the boss itself.

THE APAROID'S SAVAGE BEAM



The boss will fire a devastating laser occasionally. When it starts powering up the weapon, soar off to the cylinder's sides or rear. If you're hit with the beam, the Arwing may explode, and you'll need to hunt down a replacement ship.

OFF THE BEATEN PATH



If you stray from the main battle, you can find plenty of power-ups around Fichina—see the map on page 49. If you survive a hit from the Aparoid boss's laser, find yourself a health power-up, pronto.

DROP A BITTER PILL DOWN ITS THROAT



You'll have only five minutes to destroy the boss, so you'll need to move quickly. Clear a path to the open end of the cylinder by blasting any foes that obstruct your clear view down its gullet.



As you approach the open end, use your brake while turning to pivot sharply so that the nose of your craft points directly down the cylinder. Then fire a smart bomb and fly off. You'll need to repeat the technique a few times to destroy the boss.

MISSION 5 ASTEROID BELT

THE APAROID MENACE

MEDAL REQUIREMENTS:  **Bronze:** 400  **Silver:** 1,000  **Gold:** 2,100

You'll stay in the Arwing during the entire fifth mission as you corner Pigma in an asteroid belt. The greedy pig has a few shockers in store for you at the far end of an Aparoid-infected space station, and you'll need to draw upon great gunning action to get there.

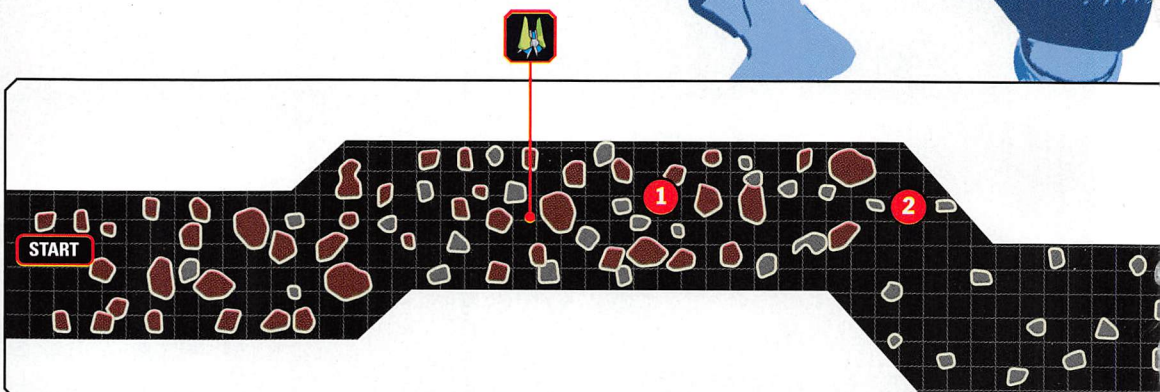
FLYING IN OVERDRIVE

Banking, rolling, braking, boosting—you'll put your flight skills to the test as you try to navigate through an asteroid belt then the halls of a space station. If you're flying through on Silver or Gold difficulty, you'll have to bring down foes in the middle of the maneuvering challenges. And since there are few power-ups on the course, you'll need to save your friends to nab some.

MISSION BRIEF:



Pigma's taken refuge in an asteroid belt. If you lose him here, you may never find him again. There are many Aparoids in and around the asteroid belt, but you must fight your way through, capture or destroy Pigma, and recover the Core Memory.



BLASTING THROUGH THE ASTEROID BELT



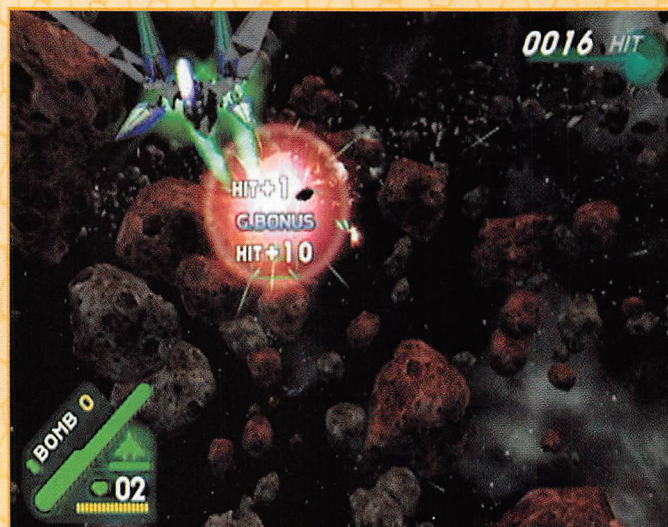
The presence of dozens of asteroids can be a real problem when trying to blast enemies. With a frenzy of quick shots, you can blast a rock into smaller chunks, then wipe those out as well. If you don't have time to clear the course before foes fly into view, however, don't create a mess of smaller rocks that you can't clean up. Just focus on smart flying and speedy gunning.



Don't rely on your lock-on when asteroids are tumbling directly toward you—chances are that your homing blast will blow up a passing rock. Your flight experience will differ each time you play, because you'll boost and brake through an ever-changing storm of rocks, so you'll need to react to situations as they arise. Always keep in mind that a few collisions can do you in.



If you don't bring down clusters of ships, you won't have a hope of nailing the silver or gold badge. Study when batches of vehicles fly in, and clear a view through the rocks so you can fire off a well-placed homing shot. If you home in on the leader of a formation, the others will be caught in the explosion.

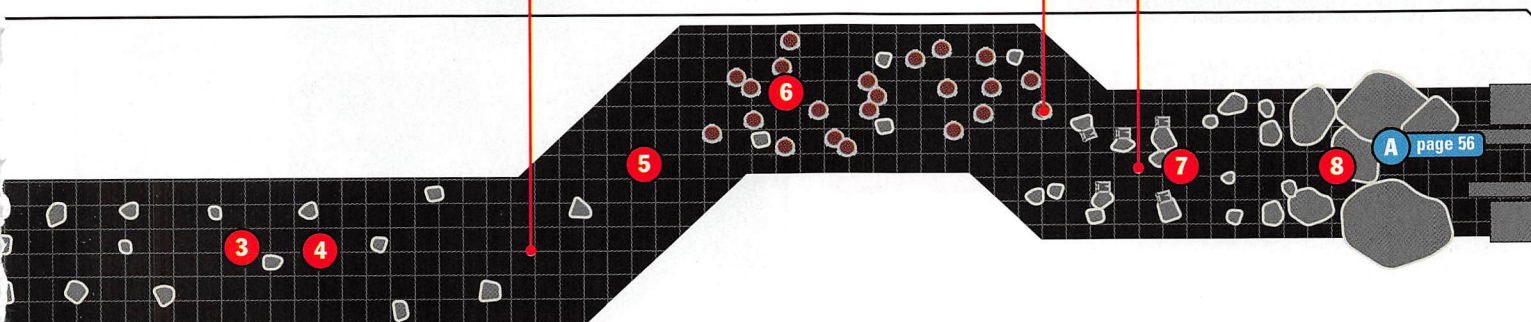


FALCO'S FIRST SKIRMISH

"Danq! These goons don't give up!"



As you leave the first dense asteroid field, you'll see Falco swoop through with aliens on his tail. Save your friend from peril—you'll get a smart bomb from him later, just before you take on the large ship in tip 3.



3

CRUSH THE MORPHING SHIP

After three tight formations fly by you—each a good target for a quick homing shot—you'll see a huge winged ship soar over your shoulder then return for a head-on blastfest.



Blast the ship as it soars past you to get a head start on obliterating it. Charge up a homing shot while it returns to your field of view, then unleash it and a barrage of successive locked-on blasts as you roll to avoid its projectiles. Halfway through your attack, the ship will morph into a more dangerous vehicle that's able to shoot green homing blasts. Roll frequently to avoid the strikes and continue your homing assault.



APPLY THE BRAKE TO BUY TIME

The sooner you defeat the big ship, the more time you'll have to spend on tip 4—so save up a braking charge before you reach the vehicle.

4

LIKE SHOOTING FISH IN A BARREL



After you wipe out the morphing craft, a cluster of crystalline ships will swirl into view. If you destroy them—a charged-up blast often does the trick—you'll get a great Group Bonus, and a replacement cluster will swirl into place. The odd ships, which don't strike back, will continue filling the screen until you reach a certain point on the course.



AN EASY 50-POINT-PLUS OPPORTUNITY

If you finish off the morphing ships quickly enough, then apply more braking juice as waves of crystalline ships swirl into view, you can rack up at least five 10-point Group Bonuses during the phase—and possibly much more.



1 PRY A FLAG FROM A SPINNER

Just before you head into the field plagued by disturbing white stringy things (see tip 5) you'll see several spinning ships. One of them carries the first flag.



The flag carrier is the topmost ship. Don't hit it too early, however. The flight course tilts downward during the skirmish, and you may be forced to leave the revealed flag behind as you fly underneath it.

5

ICKY WHITE STRINGY THINGS



When you approach the span filled with twirling white strings, gun them down from a distance, because they can become a real problem when you're in the thick of 'em. If one touches you, it'll stick to the Arwing and siphon off a bit of its shielding unless you use a rolling move to shrug it off.

7

KRYSTAL IN TROUBLE

"AIIIIII! Fox!"



Power up a homing shot as you leave the homing-asteroid field. When Krystal flies into view, pursued by enemies, lock on to one of them and unleash your blast. Then pick off the remaining foes quickly—you won't have much time before Krystal's attackers drive her off. If you save her, your friend will give you a Silver Shield Ring as you approach the space base.

6

HOMING ASTEROIDS

The final dense asteroid field is especially dangerous, since many rocks are equipped with rockets that thrust the space boulders directly at your vessel. Blast them before they crash into you. If one gets too close, roll to avoid a collision.



SWEEP ALL THE POINTS FROM THE FIELD

The homing-asteroid field offers a nice chance to rack up a smattering of hit points—brake often so you have time to blast all the rocks.

8

CLOSE QUARTERS



Massive, unbreakable asteroids will close in on your position as you approach the space base. Use your brakes liberally or push your boosters hard (the riskier approach) to avoid getting caught in the bottleneck. You'll suffer overwhelming damage if you get broadsided.

2 DRILL THE FINAL HOMING ASTEROID



Though the homing asteroids can be a real headache, make sure that you blast the final one of the pack if you're on the hunt for flags. It will leave the second flag of the Asteroid Belt mission in its debris.



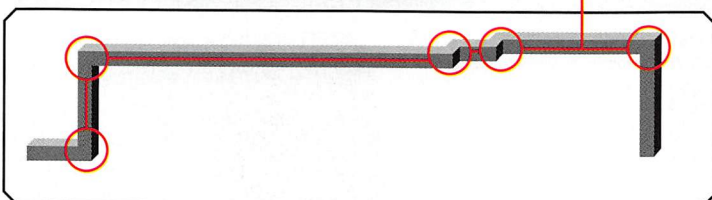
SKIMMING AND CRUISING THE BASE

After you leave the asteroid belt, you'll steer across the surface of a space base then enter its inner chambers. Colliding with the base's walls can be as catastrophic as hitting asteroids—fly carefully.



Don't take any of the base turns too sharply. Stay in the middle of each course to avoid hitting the walls.

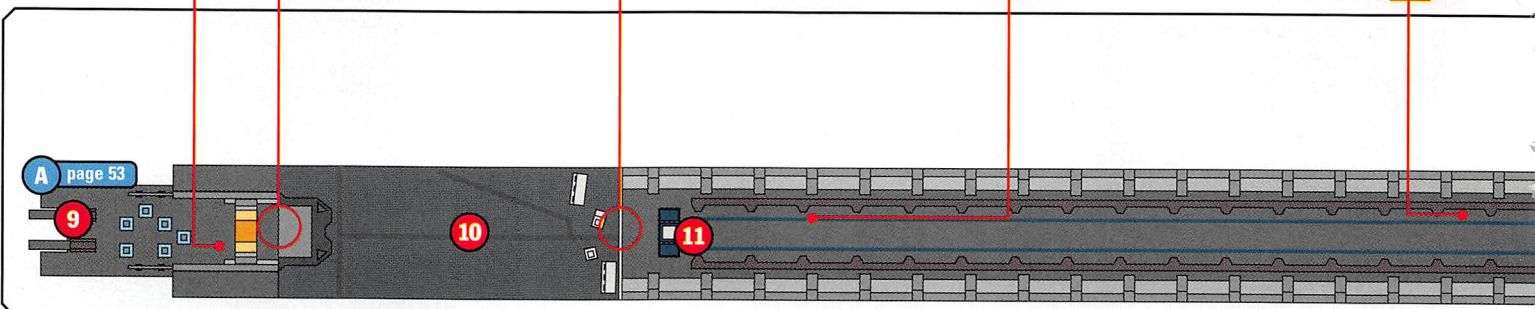
You'll change altitude as you go through the base. The cross section below shows the height changes, and red circles show sudden shifts in direction.



flight path

As you near the bay doors, they'll shut. The path below shows your redirected flight up the wall.

Your vertical flight levels out into a horizontal path when you reach this lip.



FRONTAL ASSAULT

9



As you approach the base, you'll see several ship formations fly in front of you—a good opportunity for combo points. Blast the ground turrets from a distance before they gang up on you.



YOUR COMBO-HEAVY ENTRANCE



To nail all the formations, swiftly blast the sets of enemies that come in from the sides so you have more time to shoot those that fly through the middle. Lay on the brakes as you approach the turrets to buy a few extra moments to pick off every one.

10

FALCO'S SECOND MISSTEP

"Oomph! More on my tail! I can't lose 'em!"



Falco will come under attack a second time as you course the face of the space base. You'll have very little time to take out his pursuers, so charge up a homing blast when the flight goes vertical, then release it upon Falco's foes when you first see them. You won't get a power-up for your trouble, but saving Falco both times is necessary if you're trying for an Ally Medal.

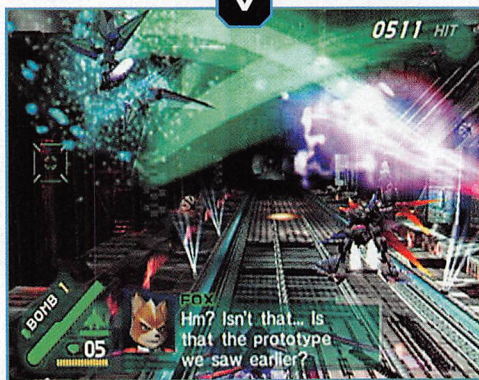


BEFORE YOU GO HORIZONTAL AGAIN

Nip the Falco problem in the bud so you can set your sights on the other point-scoring targets before the Arwing's direction changes again.

11

APAROID-INFECTED PROTOTYPE



The mech prototype that you saw in the first mission returns with a vengeance, though now it's been infected with an Aparoid and has stronger offensive capabilities. The tactic remains the same, however: power up strong homing shots while you roll to avoid its huge blasts, unleash 'em on the foe, then roll again when it blasts you.

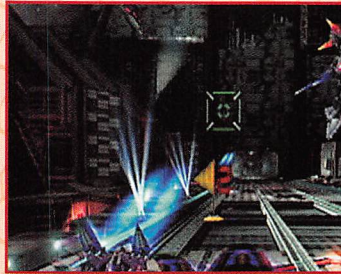
MORE CRYSTALLINE-SHIP CLUSTERS



The Aparoid-infected prototype will send out a ring of small orbs that will fire at you. If you destroy them all then obliterate the mech before it issues another ring of orbs, you'll reap a windfall of crystalline ship clusters. As before—see tip 4—eradicate the clusters rapidly to score many Group Bonuses. Use your brakes during the sequence, since you'll lose your shooting opportunities after you soar much farther.

S

3 ZAP THE WEIRD GROWTH



A first patch of purple growth covers the ground near where the prototype battles you. Shoot it several times to reveal the mission's third flag.

S

4 SHORT OUT THE SPINNER



Not far after the purple growth, you'll be confronted by several spinning ships. Destroy the one on the left to scare up the fourth flag.

12

SLIPPY UNDER THE GUN

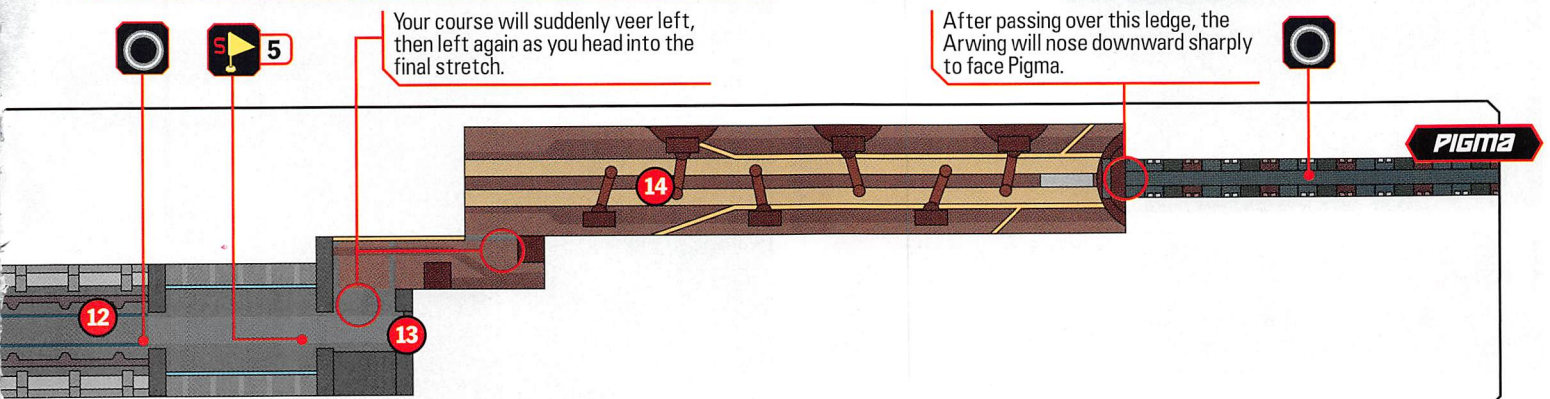
"Knock it off! Leave me alone!"



As you breach the base's interior, you'll see Slippy soar into view, followed by two enemies. Finish them off fast before Slippy slips from your grasp.

Your course will suddenly veer left, then left again as you head into the final stretch.

After passing over this ledge, the Arwing will nose downward sharply to face Pigma.



5 SCRAPE OFF MORE OF THE GROWTH



Blast the second patch of purple growth that coats the right side of the path. You'll need to fire upon it quickly to reveal the flag—and collect it—before your flight takes you to the left.

13 FLYING THROUGH THE INTERIOR

When the Arwing edges left into the base, watch out for the walls as you blast every interior target in sight.

DISPOSE OF THE DECORATION



You'll cross flying and ground-based foes as you plunge into the space base. Hit the brakes as often as possible to find the time to deal with them all—you'll dredge up plenty of Group Bonuses.

14 ARM-WRESTLE THE MACHINES



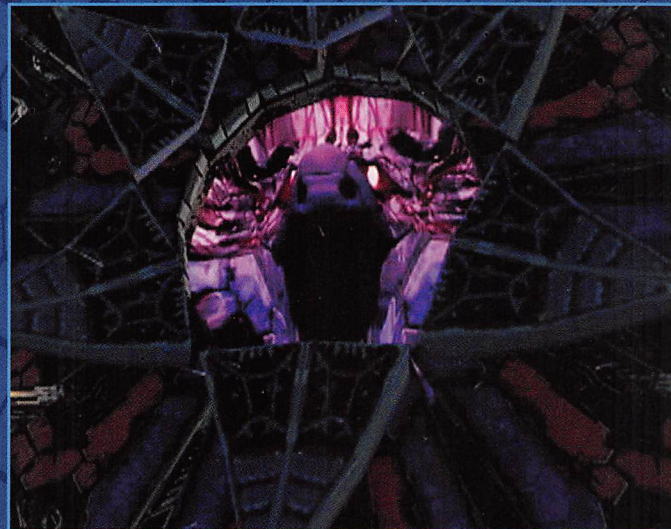
As you soar down the length of the final chamber, swerve to avoid the massive swinging arms. Stay low to minimize the trouble that the mechanical appendages can cause.

AIM FOR THE CRAWLERS AND TURRETS

While avoiding the arms, pick off the tiny crawling creatures on the two rails below, then blast the turrets before you fly out of the base.

PIGMA

When you finally reach Pigma, you'll find that he's gotten a little too close to the Aparoids—and become one himself. He'll transform into a gargantuan mechanical creature with a disturbing face. You'll need to finish him off in two phases.



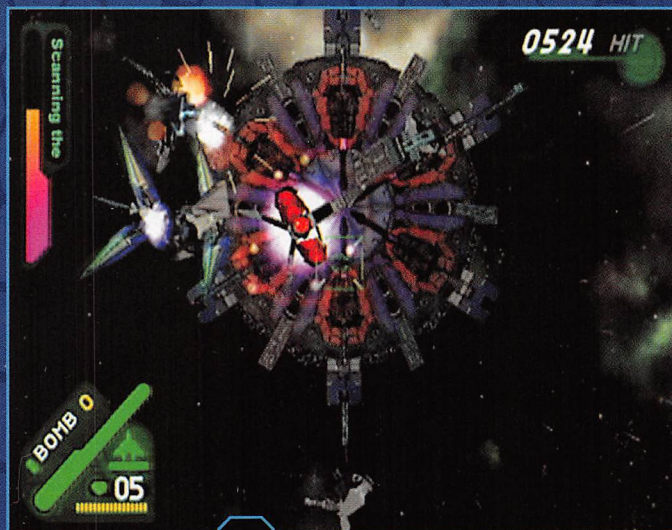
DISARM THE ABOMINATION



In the first phase, Pigma will attack with arms that strike with guns and missiles. When an arm preps its attack, focus your fire-power on that arm. A blue spot will appear on a partially damaged arm, and a red one on an arm that's almost destroyed.

AVOID PIGMA'S TARGET PRACTICE

Pigma will also use his arms to lash out at the Arwing and hurl asteroids at you. Employ defensive maneuvers when the creature strikes at your position, then resume gunning for the offending appendage until it's ruined.



When you see one of Pigma's mechanical hands rove to the center of his body and start to glow, you'll know that he's readying a sucker punch. Roll to the sides of the screen as the punch comes your way. The asteroids that Pigma throws may or may not be of the breakable variety. The light brown ones are destructible; the gray ones aren't, so roll out of their way.

A BIG PIG ENRAGED

Once you've disarmed Pigma—removing all six of his flailing appendages—he'll send volleys of stubby missiles at you, plus draw on a massively powerful flame attack.



Pigma's homing missiles cover many parts of the flying field, so quickly figure out which area you need to roll to. Charge up homing blasts while you're maneuvering, then fire the blasts at Pigma's face.



Pigma's face will withdraw into his metallic shell occasionally, then power up a mighty gush of flame. When he starts blowing, steer to a far corner of the screen and wait for the fire to subside. You'll then have a short amount of time to continue your assault on his face. Listen for Peppy's cues—he'll tell you when it's time to strike.

MISSION 6 SAURIA

REUNION

MEDAL REQUIREMENTS:  **Bronze: 350**  **Silver: 1,000**  **Gold: 2,300**

With the Core Memory that Pigma stole back in your possession, you're ready to find the queen Aparoid that pulls all the strings—until you hear that Sauria is under attack from the hungry insects. You must save your dino-friends from extinction.

NO BOSS—JUST A LOT OF BUGS

Your sole objective on Sauria is to destroy the Aparoid hachers spread across the area. It's a difficult goal, because the open landscape, narrow tunnels and skies are all infested with enemies. On the other hand, it's a fantastic place to rack up huge combos.

The might gauge in the upper-left corner shows how many aerial foes are nearby. If it fills up, you'll have to abandon Sauria and you'll fail the mission.



MISSION BRIEF:



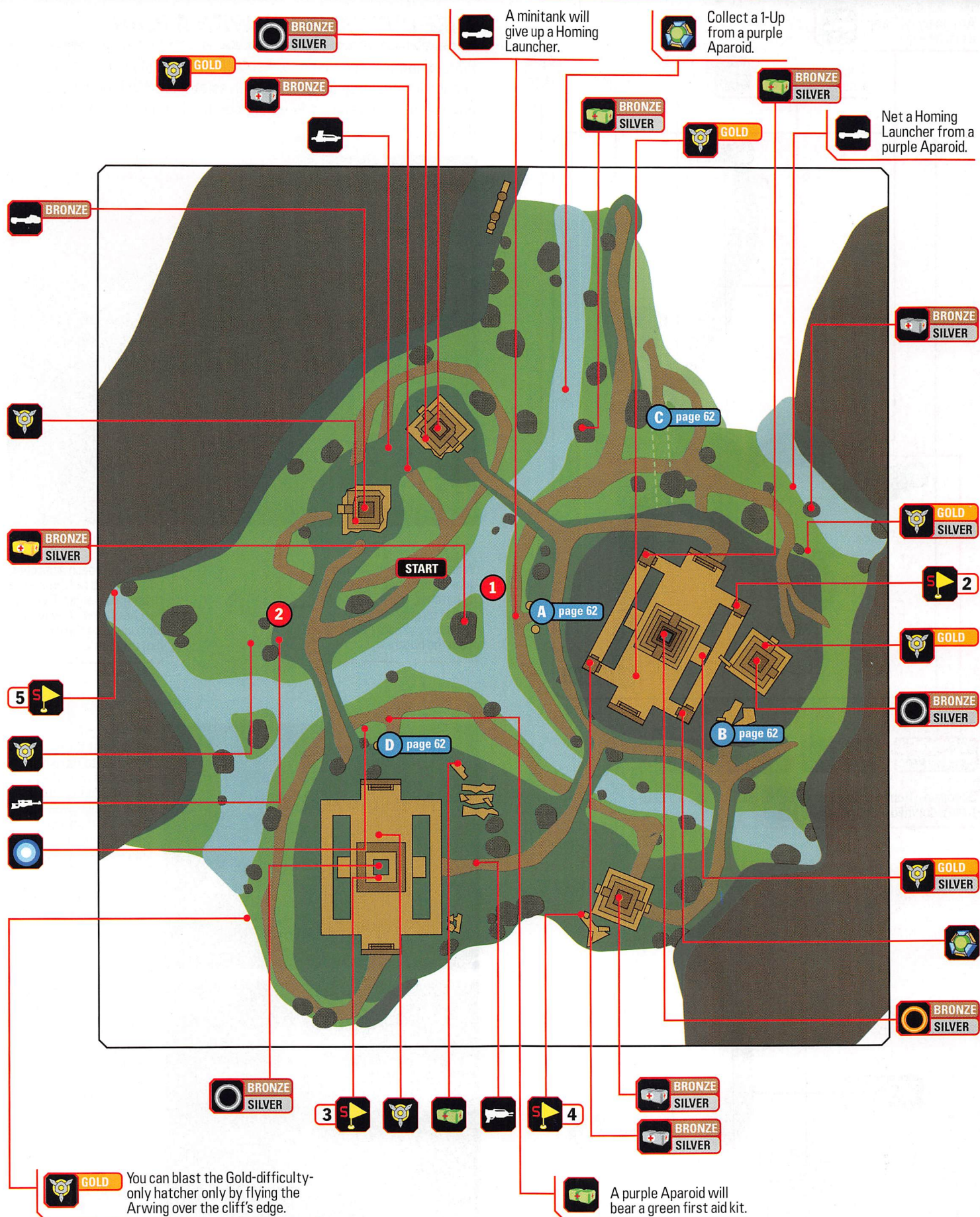
Sauria has been invaded by Aparoids. The denizens of the planet are fighting back, but all reports indicate that they are losing. The Star Fox team has been sent to Sauria. Defeat the Aparoids and return peace to the planet.



THE LONG COMBO

With so many enemies on the ground and in the air, you won't lack targets for racking up hit points. But you'll need to work the field in an organized fashion to connect a long and unbroken combo—our Silver and Gold strategy on the next pages will help you find the links.

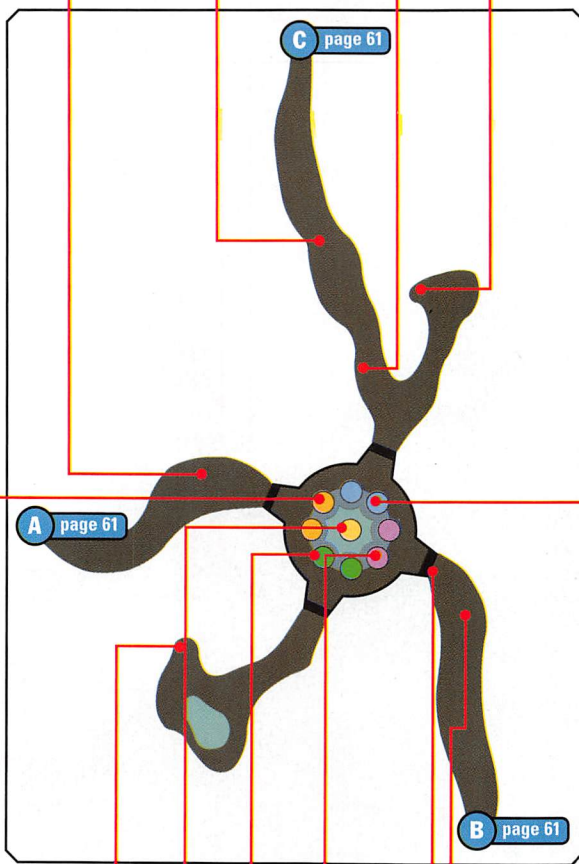




An enemy will drop a machine gun.



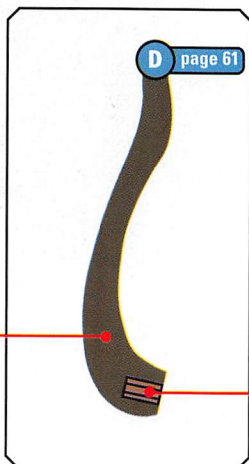
Small balls produce a green first aid kit.



BRONZE
SILVER



Scoop up a Homing Launcher from a downed purple Aparoid.

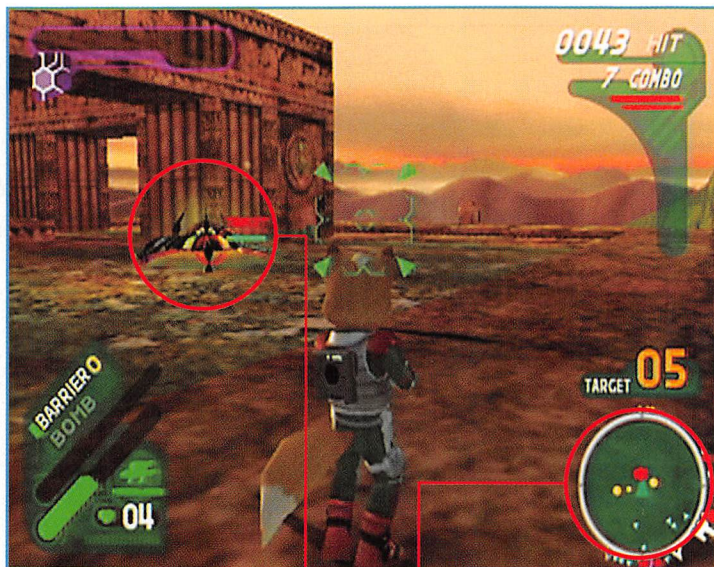


GOLD
SILVER



TAKE OUT HATCHERS WITH A PLAN

Plan to gun for a combo or to keep all your friends safe, since you'll find it tricky to keep up both objectives at once. Whichever you choose, use the radar to keep tabs on the hatcher targets—then destroy them.



When you're facing in the general direction of a nearby hatcher, you'll see the word "target," though walls may separate you from the hatcher.

As you approach a hatcher, you'll see its red dot on the radar grow larger. The hatcher's aren't always in plain view, so the extra hint is helpful.



You'll discover the majority of the hatcher's attached to the outer surface of or inside the ruins in Sauria. If the radar is telling you that you're right on top of one but you can't see it, check above your position; some of the Aparoid devices are planted to spew aliens from the ceiling.



Some hatcher's are doing their unholy work underground. There are two tunnels in Sauria—one a full network, the other a simple cave—so plan to make your way inside them on your mission.

THE SAURIA COMBO RAMPAGE BEGINS



Nailing the 350-point total for Sauria's bronze badge is a breeze, but the 1,000- and 2,300-point totals for the silver and gold badges, respectively, require you to have a plan of attack. Begin by getting in the Landmaster parked near your starting point. Drive the way it's facing and head



southeast down one of the river forks. Blast the purple Aparoid on the rock to your right and keep moving 'n' blasting through the two groups of river foes. The groups are fairly far apart, so use your boost to zoom along the river so your combo meter doesn't lose momentum.



You'll face lots of ground foes as you leave the end of the stream—keep blasting away as you bore through their midst. When you race across the patch of dry land, you'll see another stream packed with enemies. First gun for the Aparoid turrets on both walls of the area, then trash the foes near the hatcher.



Be careful as you blast away, however, so you don't hit the hatcher too early. Each one you encounter will spew a certain number of aliens, and you'll want to milk each hatcher for as many hit points as possible.



After you've obliterated the first hatcher, hurry northwest and destroy two more clusters of enemies. Then park your Landmaster between the nearby boulders and run down the boulders, heading north to cave entrance C. Make it fast—you'll be continuing your combo rampage in the main tunnel (see page 62).

1 MASTER OF THE DINO DOMAIN



You'll do much better on the ground by bashing the Landmaster through Sauria's open spaces instead of running through on foot. In the tank, you can rumble over most foes without suffering damage. And you can finish off all ground foes with only one hit from your cannon blast.



Though the Arwing is always close at hand in Sauria, you can wreak much aerial havoc with the Landmaster tank. If you need to thin out flying foes, point your turret upward, charge up a homing blast and let it loose on a passing enemy. If you hit the hover thruster when you start charging, you'll have it charged by the time you rise to a more advantageous altitude.

5 1 DEAD END WITH A PURPOSE



There's a flag hidden at the end of a tunnel that starts at cave entrance B, but you'll first need to fight your way to it. Drive the tank onto the bridge that faces the entrance, then blast the Aparoid gunner that blocks it. Afterward, enter the cave on foot and destroy the toughest enemies with your strongest firepower. You'll see a door at the end of the cave—shoot it several times to reveal the invisible flag.





SPELUNKING FOR POINTS



If you head into cave entrance C, you'll be able to tear through the three open branches of the tunnel network and rack up lots of points. Destroy the enemies just inside the entrance—you'll likely find a Gatling gun. Equip it and blast your way to the first intersection.



Turn left into the dead-end tunnel and milk the Aparoid hatcher for every possible enemy-blasting opportunity, then destroy the target, head back up the tunnel and take the other branch, which leads to the main underground room.



When you first enter the main room, you'll see a Homing Launcher, a machine gun, grenades, sensor bombs and a health power-up. Collect what you can as you head into the southwest tunnel, but don't be greedy—you don't want to waste time and lose your combo momentum.



Shoot apart the foes in the southwest tunnel, but be careful not to destroy the hatcher prematurely. It will send out many foes before it's tapped out, and you want to add every one of their hit scores to your combo total.



Head back into the main room, collecting any remaining power-ups, then venture down the west tunnel. (Ignore the east door. It doesn't open.) The tunnel opens into the clearing near where you started your Sauria mission. Destroy all foes that stand between you and the Arwing, which still awaits you in the open area. Climb into its cockpit for more combo ops.

SAURIA'S NEW GROUND APAROIDS



You'll encounter two new kinds of ground foes on Sauria. Each has a peculiar attack strategy. Glowing sacs will levitate until you get near, then they'll home in on your location. Blow 'em up before they collide with you, or you'll suffer damage from their explosions.



You'll also be approached by small, rolling balls that unfurl into larger enemies if they get too close. Spray the creeps with gunfire when you first spot them, since they're well armored and won't go easily.

SLIPPY UNDER THE GUN

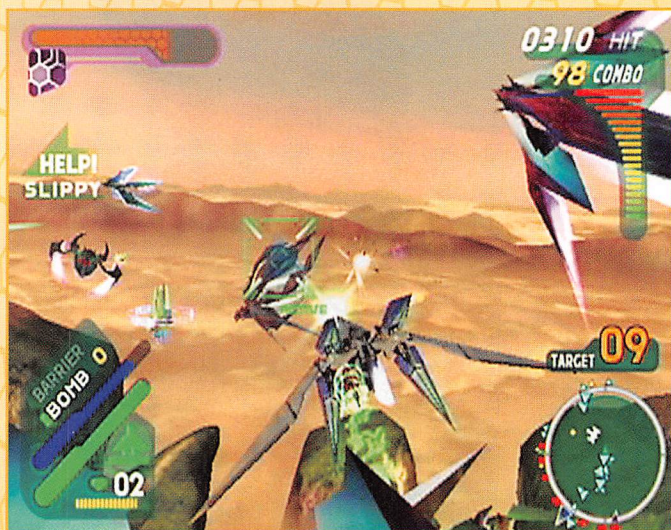


"Darn it! I'm being chased!"

About two minutes into the mission, Slippy will call for help. You can't aid him on foot easily, so make your way to the Arwing or the Landmaster. If you don't want to spend much time in the sky, use the tank to do the job. Hit the hover thrusters to gain the elevation needed to get a bead on his pursuers, then let your cannon rip.



COMBOS FROM THE COCKPIT



Don't hit the skies to drum up a combo unless the might gauge is nearly full, or you won't find many air targets. Lock on to enemies when you take to the air to get a combo going fast. On Silver and Gold difficulties, foes suffer more damage, so collect any laser power-ups that you encounter.



You can also pick off ground enemies from the sky. If you're building upon the combo score from previous tips, however, don't shoot anything but anti-aircraft Aparoids, or else you may not have targets to destroy in upcoming parts of the long combo chain.



When the might gauge runs low, you'll find few targets in the sky, so get out of the Arwing quickly. Set down the ship near your Landmaster. Or, if you're sure that you're done with the Arwing for the mission, simply hop out of the cockpit in midair so you alight on the Landmaster. Though the Arwing will probably crash and be destroyed, you'll lose less combo momentum time in transition.

AERIAL ASSAULT FROM NEW FOES



The skies above Sauria fill with three kinds of aliens. The bloated creatures will periodically drop a huge bulb, which will either hatch into a smaller flier or fall to the ground and explode. You can shoot the bloated alien and its falling bulbs to score hit points.



Two smaller foes swoop through the air. A sharp-winged creature will shoot lasers at you, and a flying beetle will send green homing missiles down your tailpipe. If you're under attack from either kind of foe from behind, go into a loop—you'll wind up behind the enemy and be able to home in quickly and blast it.

2 SCORE THE TEMPLE FLAG



You'll find the second hidden flag on one of the upper corners of the eastern temple. Before you gun for it from the Arwing, however, clear out any nearby fliers and eradicate all of the anti-aircraft Aparoids stationed on the temple.



You'll need to fire upon the temple corner several times to reveal the flag. When you get into position, use your brake to buy yourself the time to hit the corner repeatedly.

GIVE FALCO ASSISTANCE

"Dang! I've got one on my tail!"



Falco will come under fire late in the Sauria mission. Use the Landmaster hover-and-fire technique, or gun down his pursuers from the air if the Arwing suits your immediate needs better.



FINISH OFF YOUR COMBO RUN IN THE LANDMASTER



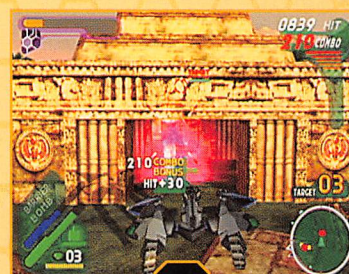
You can rampage through the western and southern areas to scare up a big combo. Hop in the Landmaster (which will be near cave entrance C if you're continuing the multipart combo strategy) and rumble toward the northwestern temple. Blast any ground foes you see around or on the bridge, then those scattered in front of the temple. On Gold difficulty, you'll find an Aparoid hatcher inside—destroy it. The temple next to it also has a hatcher.



Jump into the Landmaster after you leave the dead-end cave, and hover up to the temple on the bluff above. Land while blasting foes, then hover again once you have a full charge to reach the upper walls of the temple. Blast the enemies coming out of the floor-mounted hatcher, then use your hover and boosts to hop the tank across the ruins to the east—shooting as you go—until you reach the southeastern bridge. Move toward the cave (entrance B) on its other side. Fire a cannon shot at its guardian, then hop out of the tank and run inside the cave for a moment to get enemies to appear. Dash backward then jump into the tank and fire a few shots to finish off the cave foes.



Once you've purged the two small temples of Aparoid activity, continue moving southwest to the bridge, but don't cross it. Instead, fire at the big Aparoid that stalks its surface, then dip the Landmaster into the low area to the right to find another hatcher. After you blow up it and its spawn, go under the bridge to find a small cave on your right. Hop out of the tank and blast your way to the hatcher at its dead end.



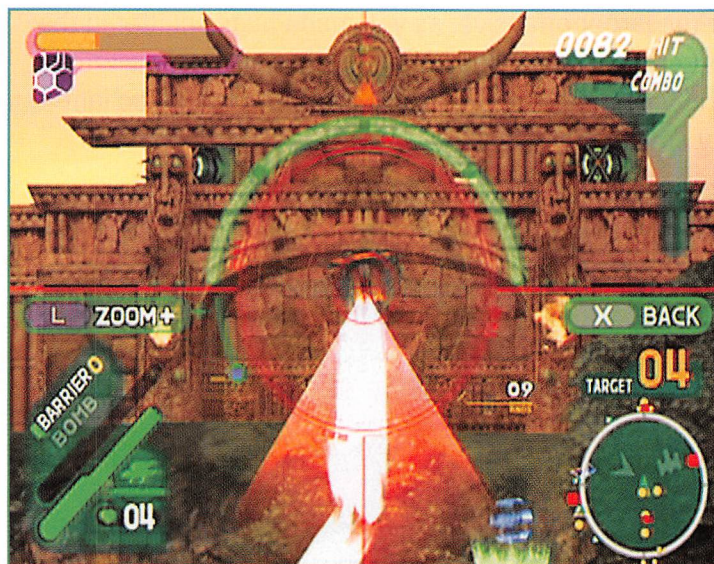
From the cave entrance, hover upward to reach the temple gate. Roll the tank through the opening to discover a nearby hatcher mounted inside the temple. If you're playing on Gold difficulty, you'll find two more hatchers in the vicinity—search them out and blast anything they spawn before you destroy the sources. If you've chained together all your combo ops throughout the Sauria mission, you can rack up well over 200 combo kills—and 900 or more hit points. Look for any final targets (possibly more aerial foes) as you stand before the big temple to put the final touches on your huge run.



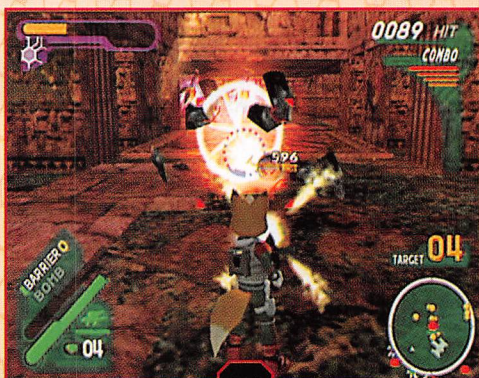
2

2 SNIPE IF YOU'RE DESPERATE

You'll find only one sniper rifle in the Sauria mission—use it sparingly. The area is crowded with so many foes that you may not often get a chance to use the rifle safely. It's a great tool for cleaning Aparoids off temples at a distance from point 2 on the map, especially at the end of a long combo run, when remaining foes might be scattered.



3 EXPLORE THE SOUTHWEST TEMPLE



The temple is a busy place. Clear out the crowds then uncover the third flag by shooting the floor in the bottom of the southwest temple. To get there, you can explore a small maze of twisting passages, or simply find the square hole in the upper temple floor and hop down to the area.



S

4 RUIN THE SOUTHEAST RUINS



Fire several blasts into the pile of rocks and eroded pillars in back of the southeast ruins to expose Sauria's fourth flag.

S

5 A WATERFALL WORTH CHASING



One of the waterfalls that you'll cross during the mission holds a secret. Approach the western waterfall and shoot at the spot where your targeting reticle turns red. You'll dredge up the fifth flag.



BANK ON YOUR MULTIPLIER

Since there's no final boss in the Sauria mission, you'll be scored on your bustin' skills against basic ground and air foes. As always, your score will be doubled at the end of a Silver-difficulty run and tripled in a Gold-difficulty mission.

RESULT	
Mission6	
Kills	949 HIT
Time Bonus	00h08m59s 127 HIT
Difficulty Bonus	GOLD LEVEL x 3
Mission Score	3228 HIT
Badge Score	2600HIT
Max Combo	238 COMBO

MISSION 7 CORNERIA

WAR COMES HOME

MEDAL REQUIREMENTS:



Bronze: 350



Silver: 800

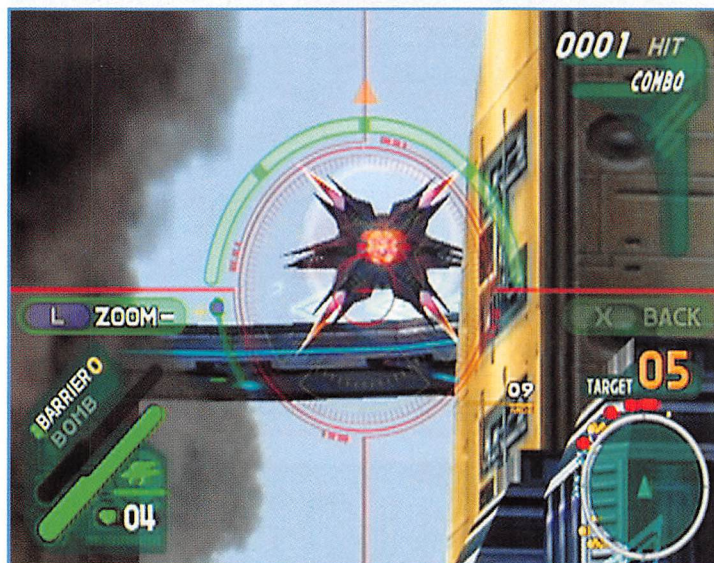


Gold: 1,600

Good for the dinosaurs, bad for the larger offensive: as you made bugs splatter in the previous mission, the creatures zeroed in on your own command center of civilization. The Aparoids have blasted the city and infested the area with electromagnetic jammers that are disrupting military communications—you'll need to destroy them all.

KICK OUT THE JAMMERS

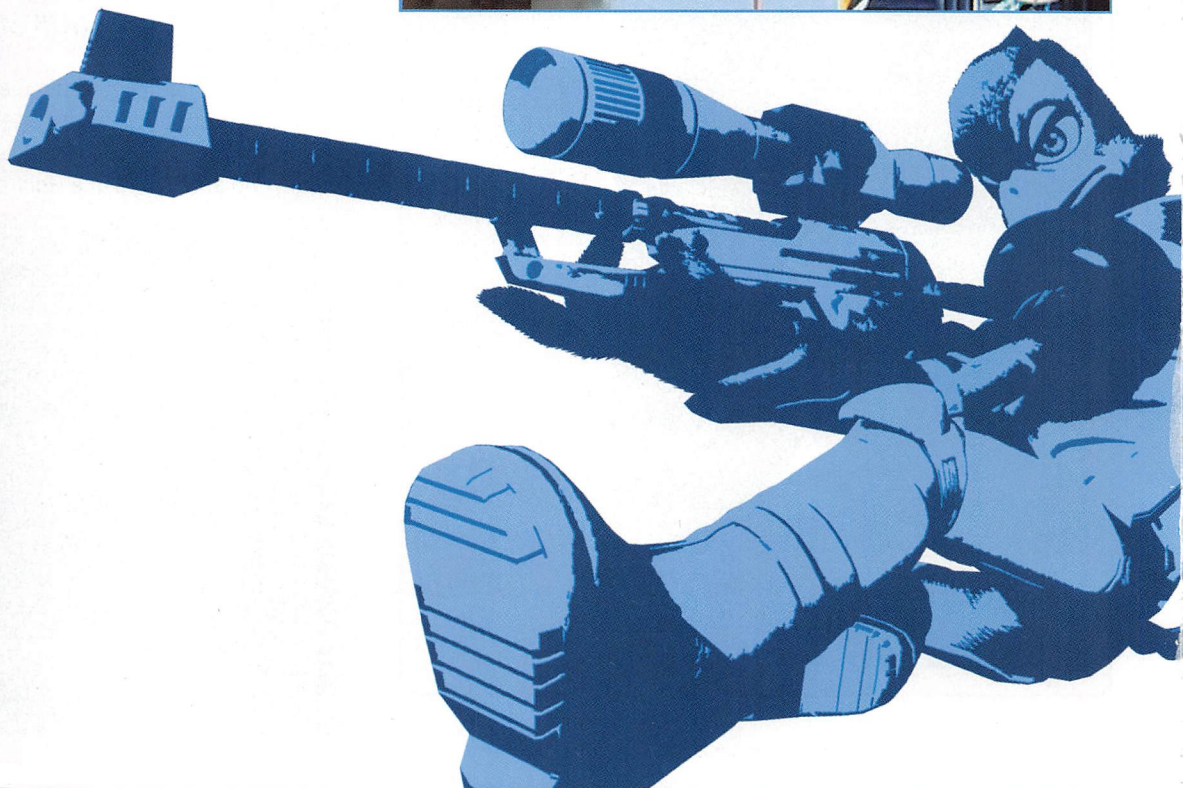
The key to restoring communications is to gather up many sniper rifles and shoot out the eye of each stationary jammer. The capital is under occupation from many ground and sky forces, however, and you'll need to contend with their hostile presence as well. If you loiter in open spaces, you'll get ambushed from all directions. If you're simply completing the mission without regard for medals, stay close to walls and seek the high spots throughout the city; they provide great vantage points for picking off the floating jammers.



MISSION BRIEF:



Aparoids have launched a full-scale attack on the capital city of Corneria, using electromagnetic barrier devices to disrupt communication between General Pepper and his commanding officers. Mop up the barrier devices and create a window for the rescue of the capital.



Blast the purple Aparoids to earn a Homing Launcher.

Destroy a purple Aparoid for a sniper rifle.

BRONZE
SILVER

Wreck all of the tanks in the center to get the machine gun.

4

GOLD
SILVER

BRONZE
SILVER

x2

GOLD
SILVER

x2

PEPPER

START

Eradicate the far west group of tanks to find the Homing Launcher.

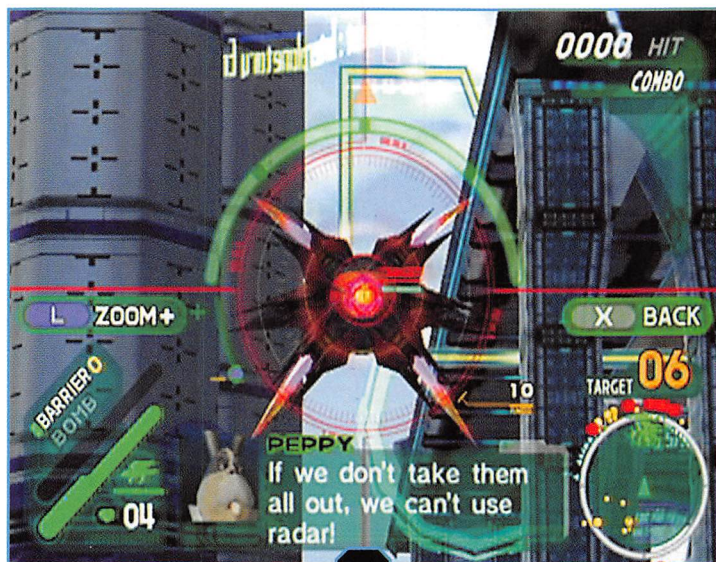
Destroy all tanks in the south-west to get the machine gun.

A purple Aparoid will drop a Homing Launcher.

Shoot the enemy on the wall to receive a sniper rifle.

LATCH ON TO A SNIPER RIFLE AND PUT IT TO WORK

The jammers are always at high spots in the city. Depending on your position, your view of one may be blocked by high-rises and smoke billowing from buildings. You'll begin your Corneria run near a sniper rifle. Grab it and use its ammo sparingly—on jammers and large foes—because the city's sniper rifles are few and far between.



Pick up the sniper rifle close to your starting point, then head for the nearby jammer. Activate the sniper scope when you're free and clear of enemies, then focus on the floating jammer. It will turn toward you and open its eye to send a pulsing beam your way. Pick off the creature in one hit by shooting its open eye—don't waste ammo otherwise.



As you get close to a jammer, you'll see a splotch on your radar—not as useful as a dot, but still a measure of proximity.

Look around when you see that you're standing inside the green radar splotch. The jammer will be somewhere above you—always hovering in midair, not attached to walls.

CROSSFIRES AND AMBUSHES

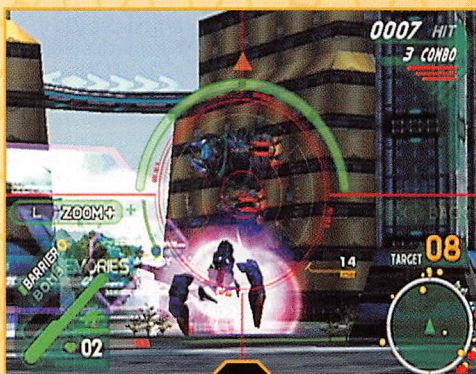


Keep an eye on your radar to avoid compromising your security. As you run toward red dots—the jammers, which blow up into green splotchies as you get close—watch for the yellow dots and light-blue triangles, which represent ground foes and enemy fliers, respectively. Don't snipe at jammers until you've cleared hazards from an area, or you'll be shot at while scoping the skies.

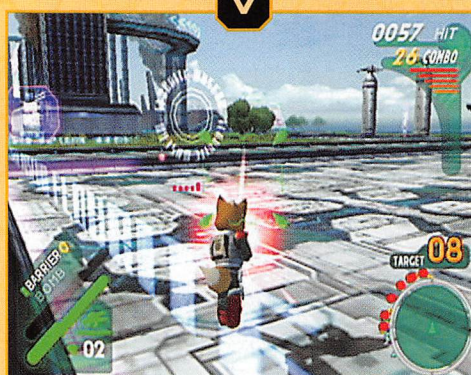
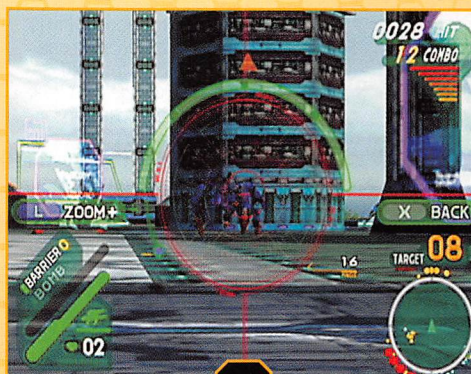
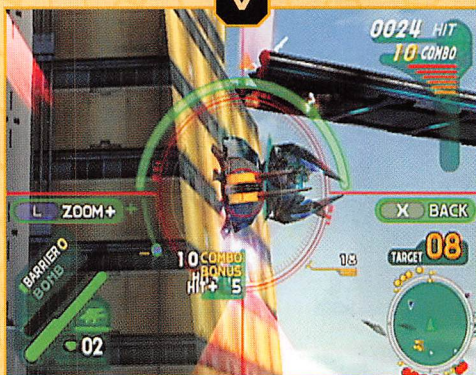
START OF THE CORNERIA COMBO RUN



To kick off your combo rampage, grab the sniper rifle near the starting point and focus on picking off all jammers in the south end. Though there is only one jammer on Bronze and Silver difficulties, there are four on Gold. (On Silver, however, you can find many foes to shoot by following the flow of the Gold strategy that follows.) As you approach each jammer target, clear the ground and air of annoyances, or else you'll be picked off while you're staring through the sniper scope.



At the starting position, you can snipe out a jammer in plain view. Then dash west to grab the second sniper rifle (to add 10 sniper shots to your ammo) and to snipe the jammer directly above the weapon. Head farther west, approaching the twin yellow towers, but stay a healthy distance from them and pick off the two jammers that float between the towers before they hit you with their long-distance rays. Several wall turrets and large ground foes are also between the buildings—snipe the turrets before you rush in to gun down the tanks with fully charged blaster fire. Collect the machine gun in the wreckage of the enemies.



From the yellow towers, turn south and snipe the foes that rove the area. If your combo-momentum meter is low, make a break for the eastern side of the city, near the starting point. If you have time, run to the southeastern corner of the city and pick off any turrets and foes that are stationed there. You'll really need to hightail it back to the starting area by running along the open park area along the south end. There's a number of enemies to bash along the way, so you can recharge your momentum meter, but you'll be running low by the time you reach the eastern side of the city. Use charged-up blaster fire to destroy the huge tanks you cross paths with, since there may be too many to tangle with while staring through the sniper scope.

1 VISIT THE LUNASTONE HOTEL ROOF



You'll find the first of the hidden flags on the roof of the Lunastone Hotel, in the southern part of the city. After you run up the ramp to the roof, continue straight ahead to the western side of the roof, then shoot the spot on the ground where your reticle turns red.

2 COPING WITH AERIAL ASSAULTS



Heed Peppy's advice when he calls out for you to watch yourself, since there may be flying foes closing in on your location. Check the radar for the light blue triangles. Corneria is under attack from tri-winged foes that emit powerful beams—watch out for their long-range attacks. Be prepared to clash with them in the eastern park area.

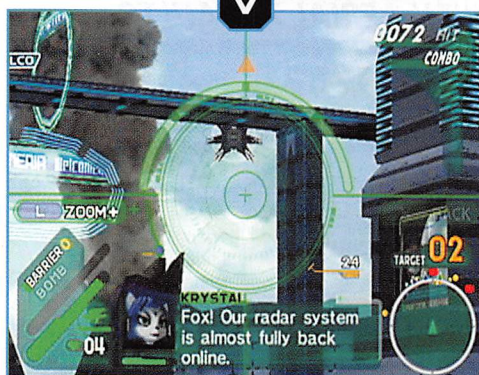
2 CLIMB ABOARD FOR A FLAG



The second flag is stowed atop one of the four red buildings that look like battleships in the northeast corner of the city. The flag is on the roof of the southwest building in the quartet. Blast the base of its tallest "turret" then cross the narrow platform to reach the flag.

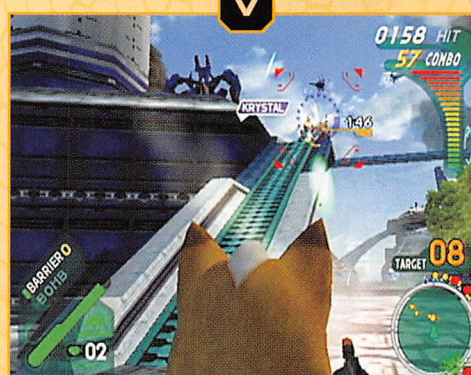
3 GOOD PICKIN'S FROM THE CENTER

With a sniper rifle in hand, you can do a lot of damage while standing in the center of Corneria. Run to a central spot, then clean your sniping turf of all nearby enemies so you can snipe away in peace. You'll be able to strike one jammer in the northeast corner, one in the northwest corner, and possibly more if you adjust your position a little.



From your central vantage point, you can wipe out several jammers, including the two in the north. If you're playing on Gold difficulty, you'll be able to pick off even more of the offensive Aparoids.

THE EAST-TO-CENTER SWEEP



From the starting point, you can run northward along the eastern border of the city to encounter dense packs of enemies, great for stringing together many hits into a healthy combo. (Don't waste time sniping at jammers during the run.) You'll first run into a group of tanks—blast them all and collect any weapons they drop. As you continue north on the eastern border, you'll bump into a group of fliers. Hit 'em with charged shots or blasts from the Homing Launcher, if you have one. Scour the four red "battle-ship" buildings for more foes and power-ups, then make a dash for the center of the city. Search for more foes on the roof that hides the fourth flag, then return to the center and use the sniper rifle to nail any nearby jammers. You won't need to rack up a gargantuan combo level to nab the gold badge—taking down 50 or more consecutive foes should do the trick.

4 KRYSTAL'S HALFTIME SHOW

"Fox, I've got enemies on my tail!"



When you've destroyed over half of the jammers, Krystal will call for help. You won't have the Arwing or the Landmaster, however, so you'll need to make due with hand-carried weapons. Make your way to the center of the city to get the most opportunities to fire on your pursuers. The Homing Launcher works best against the Aparoid aircraft.

3 SCALE THE SMOKY GREEN BUILDING



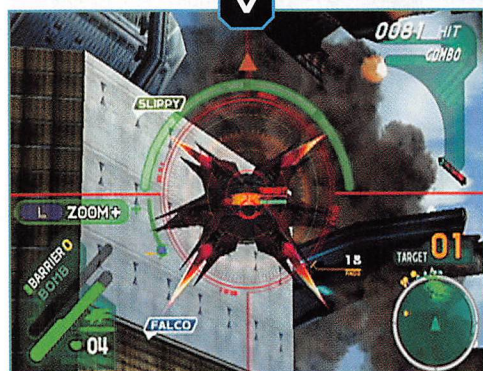
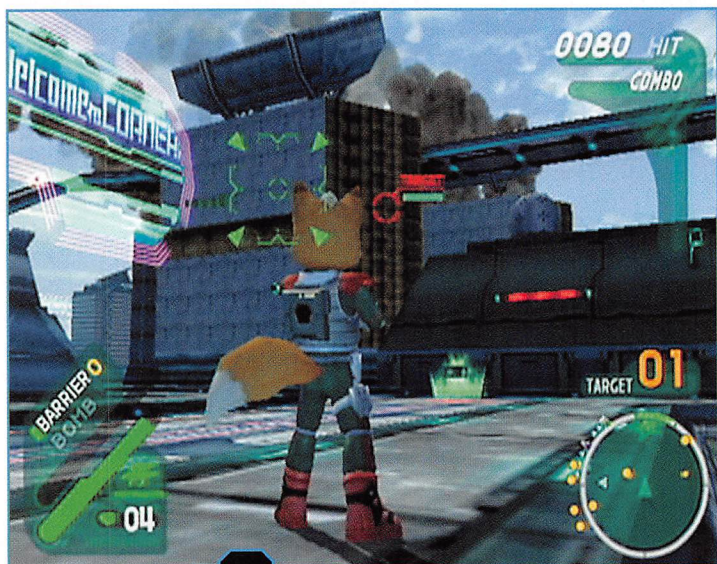
The green building to the immediate southwest of the central square holds an invisible flag on its roof. Make your way up the ramp to the top of the building, then battle to the north side of the roof. Shoot at the floor spot shown in the screenshot until the flag appears.

RAVAGE THE GREEN BUILDING

If you have enough momentum as you approach the end of the combo run detailed on the previous page, destroy the many targets on the green building before you finish up with jammer sniping—you can add many more points.

5 OBSCURED JAMMERS

You can find most jammers simply by securing a spot with a good 360-degree view. But two north jammers, one a Silver-and-Gold-only target, are hard to see.



On all difficulty modes, you'll find a jammer levitating in the space between two buildings in the north side of Corneria. On Gold and Silver difficulties, you'll also find an obscured jammer in the billowing smoke atop the tall white high-rise in the northwest corner of the city.

4 LONG FIGHT TO THE TOP



The fourth hidden flag is also atop the tall white high-rise in the northwest corner. You'll need to battle up two ramps guarded by wall turrets and roofs filled with ground foes to reach the uppermost roof.



After you've reached the top, carefully walk around the edges of the roof to reach the western platform, then shoot at the floor next to the wall—you'll reveal the flag.

6 THE ARWING—AT LAST



After you do away with all of the jammers, Peppy will inform you that he can safely beam your Arwing into the city. Head for the brown Persimmon's building to the west of the central square, then battle your way up its ramps to the highest floor to find your Arwing—and a nasty surprise.

5 ATOP THE PERSIMMON'S BUILDING



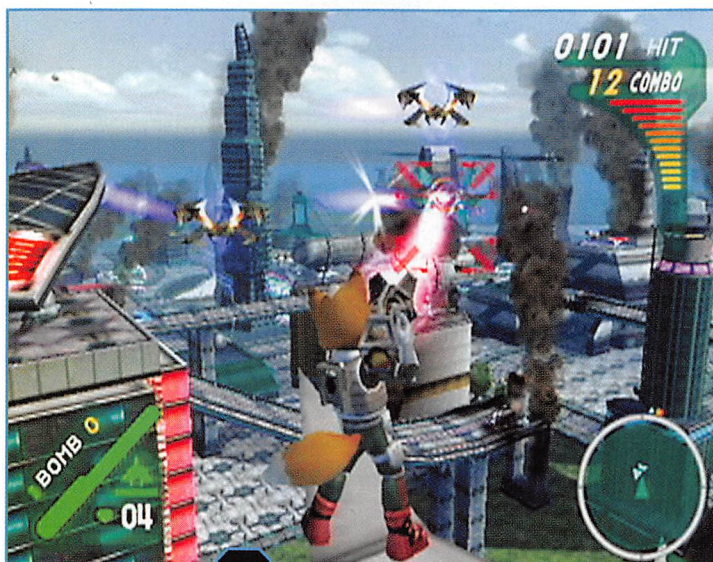
Persimmon's isn't just where the Arwing gets dropped off. It also hides the fifth flag. After you go up the first ramp, run to the southwest corner and shoot at the spot where your reticle turns red—a few blasts will turn up the flag.

TEAM WITH STAR WOLF

When you reach the Arwing, incoming blasts destroy your vehicle and Aparoid forces surround your position. Fortunately, Wolf flies through in his Wolfen and picks you up. You'll need to shoot foes from his ship's wing.

RUSH HOUR IN THE CORNERIAN CAPITAL

Wolf flies around the city slowly as ground-based and aerial enemies attack his ship. You'll get your hands on the plasma cannon again to help protect his ship from harm.



To survive the Wolf run, you need to focus on those foes that can do the ship harm. Keep a close eye on the radar, since enemies can swoop in quickly to do their worst from any direction. You'll also face the kind of targeting lasers that you encountered in Fichina—when you see the warning signal, gun down the ground laser before it slices into the Wolfen.

7 FALCO IN TROUBLE

"Argh! Can't get away!"



About halfway through the flight, Falco will come under attack. Take out any immediate threats to the Wolfen before you help out your friend. Then spray the enemies in Falco's wake with plasma bursts before he passes out of view.



BARNSTORMING FOR BIG COMBOS



You'll have to pace yourself during the first half of the flight if you're going for a big combo. Since the enemies are spread apart you'll have no lack of targets in the back half of the flight. In addition to the foes that threaten the Wolfen, you can fire at many small fry on the ground.

GENERAL PEPPER UNDER THE INFLUENCE

When you spoke to General Pepper, he looked like his normal stately self before communications went dead. But near the mission's end, you'll see what's happened to him. Aparoids have seized his ship—and are trying to take over his body.



GUN FOR THE SHIP'S FACE



The Aparoid-seized ship has one weak spot: its face. Keep your plasma-cannon fire focused on its ugly mug (where the reticle turns red) as much as possible to whittle down its strength. Shooting its face can also disrupt its beam attack.

PEPPER'S HARSHTEST ATTACKS

General Pepper's infected ship will use two devastating attacks on the Wolfen: homing missiles and a ring of laser fire. Fortunately, you can prevent damage to Star Wolf's ship if you shoot quickly enough.



When General Pepper's ship sends out a ring of Y-shaped fliers, spray plasma bursts in a ring to obliterate them. Any that remain after a few seconds will shoot the Wolfen with powerful lasers. Pepper's ship will also attack with a volley of homing missiles. When the barrage flies at you, blast each one quickly before it reaches your ride, or the rug may be pulled out from under you. Continue messing up Pepper's ship's face in between defensive maneuvers—in time you'll bring down the threat.

MISSION 8 ORBITAL GATE

INCOMING

MEDAL REQUIREMENTS:  **Bronze: 400**  **Silver: 1,200**  **Gold: 2,100**

The Cornerians have an anti-Aparoid superweapon, but you'll need to buy scientists time to finish it as aliens besiege the gate so vital for its delivery to the Aparoid planet.

PURE SPACE-JOCKEY ACTION

As you protect the orbital gate, you'll stay in the Arwing for the entire mission. Your friends will help you save the gate from destruction, so you'll need to keep them from harm. You'll be moving through a maelstrom of Aparoid fliers, and many will pursue you from behind—use evasive maneuvers to escape their vengeance.

In the second phase of the mission, gigantic missiles will slowly cruise toward the orbital gate's main base. When one gets critically close to the gate, you'll see a warning sign—hightail it to the offending projectile.



MISSION BRIEF:



In orbit above Corneria is an orbital gate. At the present time, federation scientists are rushing to prepare a weapon that will tilt the scales of the conflict in their favor, an anti-Aparoid program bomb. Do whatever it takes to protect the gate from the Aparoid invasion until the weapon development is finished.

COME OUT ON TOP OF THE HURRICANE



If you're seeking the silver or gold badge, you'll need to gorge yourself on targets at the start of the mission—it's the only time you'll be able to focus on seeking and taking out whole formations at a time. Search out laser power-ups as you fly, since they'll be useful for blasting tougher foes to smithereens quickly.

The top-down view shown here is turned 90 degrees from the game's radar display to make it easier to view the cross section of the main base (see below).

Fly through the uppermost channel to find a Silver Shield Ring.



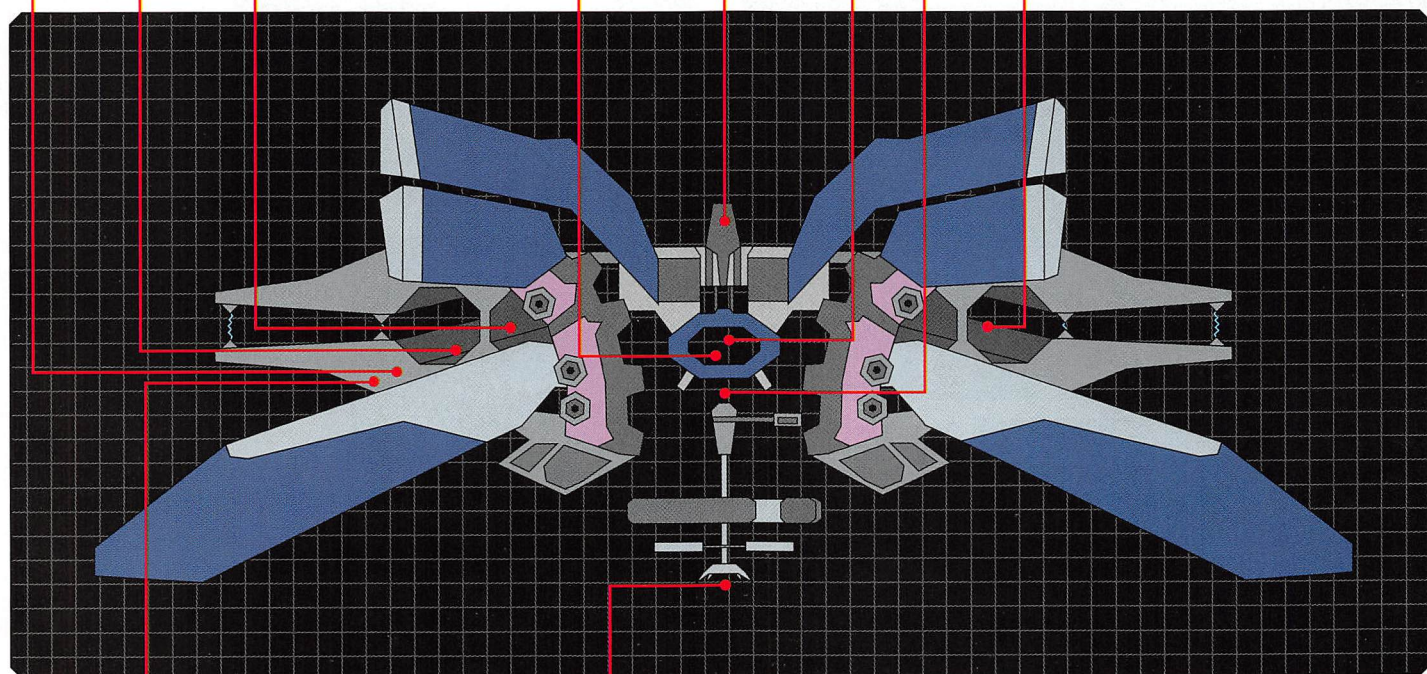
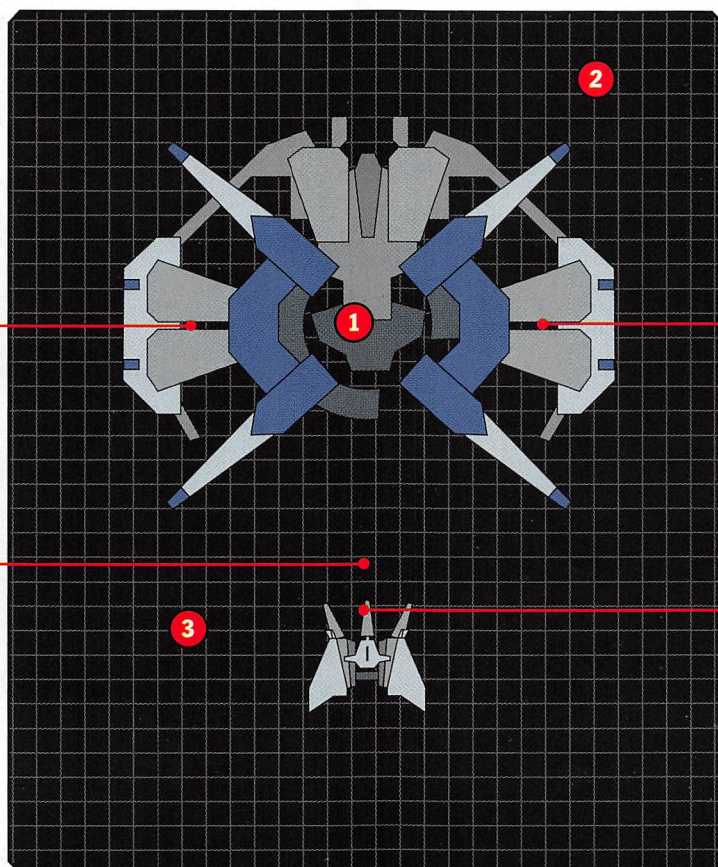
Cruise the channel at the top of the station to find a Silver Shield Ring.



3



1



5



2

EVADING THE INVASION



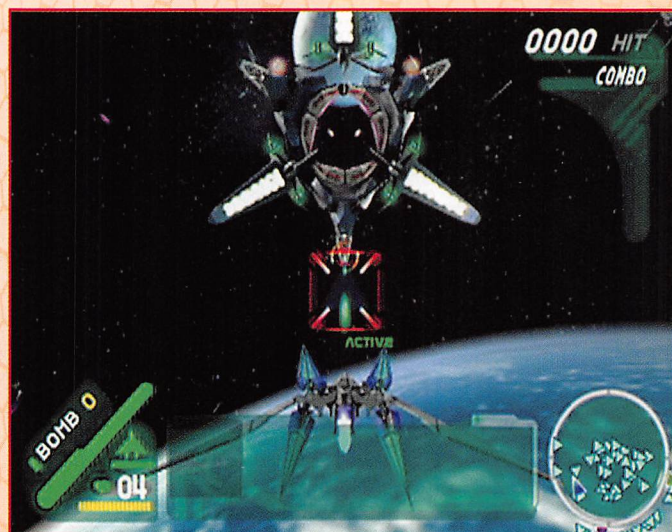
Dozens of Aparoid fliers swarm around the orbital gate. Thin their numbers by picking up smart bombs and firing them into a formation—ideally when it's passing near a second formation. You can rack up a massive combo as you make your way through the crowded airspace.



With so many foes around you, you'll frequently be tailed by an Aparoid with lasers or homing missiles. Use the backflip maneuver to get behind a foe, then lock on to it to take out the pest. You can also deflect incoming missiles if you spin at the right moment.

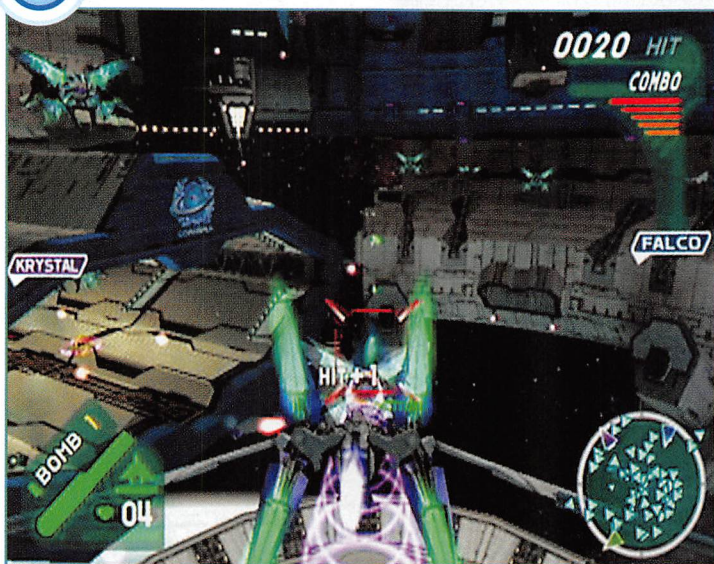
1 FLAG ON THE GATE'S LOWER FIN

Target the lower fin that juts downward from the orbital gate. When the reticle turns red, fire on the spot several times to reveal a hidden flag.



1

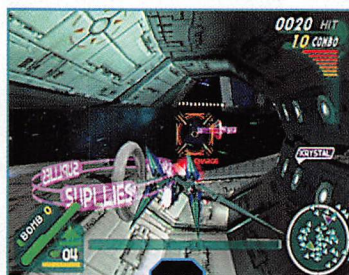
CRUISING THROUGH THE SPACE STATION



The base that's near the orbital gate holds many power-ups in its tight spaces—as you fly in to nab 'em, move carefully or you'll damage your ship. Formidable foes, such as the mothlike creatures that emit strong pulses, hover around the ship. Take out each one with a homing shot when you first see it, followed by a steady stream of quick shots as you near the creature.



Flipping and reverse flight maneuvers are key for making your way through the open spaces around the base, but they can be treacherous moves inside it: you'll likely flip or reverse your course directly into a wall or a ceiling. Also avoid using boosts, since moving parts of the station's interior can suddenly swing into your path.



As a general rule, the station's narrow areas, though difficult to navigate, hold the power-ups. They're often guarded by Aparoids. Destroy the creatures as you fly toward them so you'll have room to steer through the tight space and collect up the power-up safely.



2 DON'T LET SLIPPY CROAK

"Stupid pest. Stop following me!"

Shortly after the mission begins, Slippy will come under attack from several fliers. He'll circle around the station as he tries to avoid them. Boost your way to his position before he falls to their force.



3 ATOP THE ROTATING SECTION

The third flag in the Orbital Gate mission is hidden on top of the lower, rotating section of the space station. Shoot at the spot where your reticle turns red to uncover the invisible flag.



2 SECRET UNDER THE SPACE STATION



You can find the second hidden flag in the mission by wiping out the mothlike Aparoid stationed at the lowest tip of the space station. Destroy the creature with a locked-on shot plus a volley of quick shots as you approach, then fly through the flag that the Aparoid drops when it's destroyed.



3 KRYSTAL TAKES A BEATING

"Help, Fox!"

Before the end of the first mission phase, Krystal will also get into trouble with pursuers. She'll try to shake them by flying through the base, so stay close to home to buy yourself extra time to find her.



DON'T PAUSE FOR EVEN A MOMENT

As the first phase of the mission comes to a close, keep gunning for combos. Though there's a slight transition lapse, you'll continue right from where you left off when the second phase begins. Don't let up on your combo strikes, or you may have to conclude one combo run and begin a new one.

4 HIT BETWEEN THE TOP ANTENNAE



Wind your way to the very top of the space station, where a variety of structures jut upward. Fly toward the one with the two small antennae, lay on the brakes then fire at the space between the antennae until you reveal the fourth flag.

5 PRY A FLAG FROM THE FLIGHT BAY



Soar into the flight bay on the underside of the space station to find the fifth flag. Blast the spot near the outer rim where the reticle turns red to uncover the flag.

MISSION UPDATE

Just as you seem to be making headway in protecting the orbital gate, the Aparoid forces send a fleet of giant missiles toward the space station from all directions. If one reaches the station, it will hang in space for a very short time then explode, so gun for the biggest threats before pursuing the other missiles.



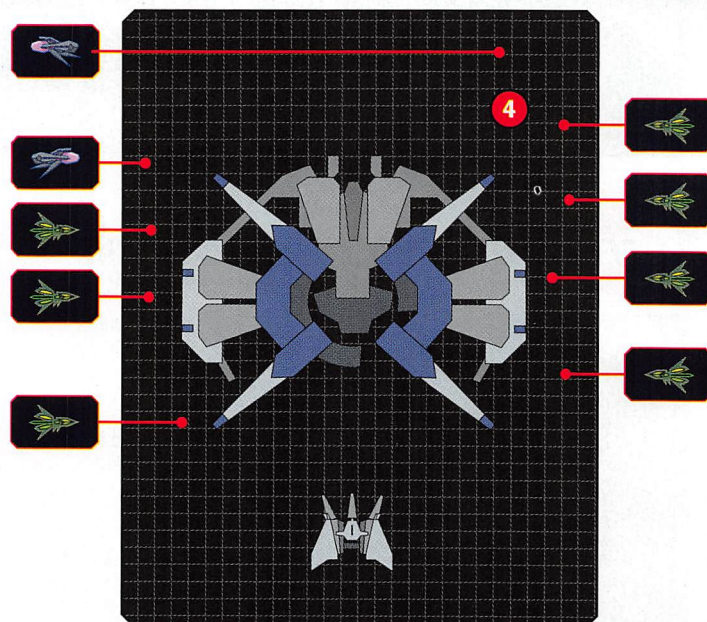
4 BAD MISSILES—AND WORSE ONES



The first volley of megamissiles that approach the station come in from a long distance—they're the green, slender ones. Fire upon each one's weak central spot with powered-up charges, then move speedily to take out their neighbors.



The final megamissiles are purple and take a lot more damage before exploding. Though they're hard to see from a distance, they'll materialize as you approach their location. The weak spot is the nose. Use your brakes as you near the target to buy yourself time to send off a few charged-up shots.



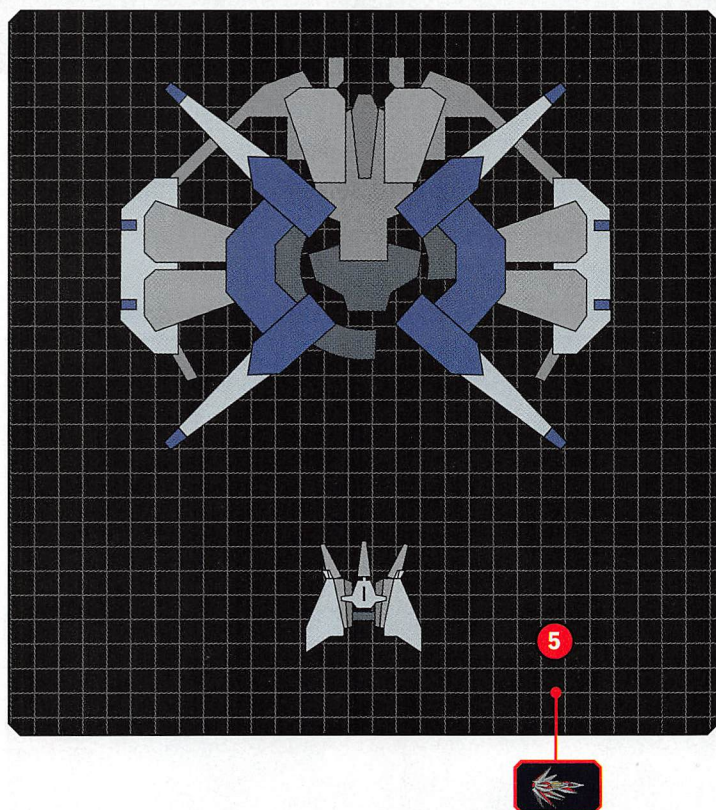
MULTITASK YOUR WAY TO A BIG COMBO



Once you have your act down for taking out the missiles quickly, you'll be able to squeeze in destroying enemies as you make your way between the missiles. Don't waste your time pursuing single foes; boost toward the thick formations, then eradicate them with sweeping fire. Don't get too far away from your main targets, however, or they'll punch their way into the station and explode before you can return to home base.

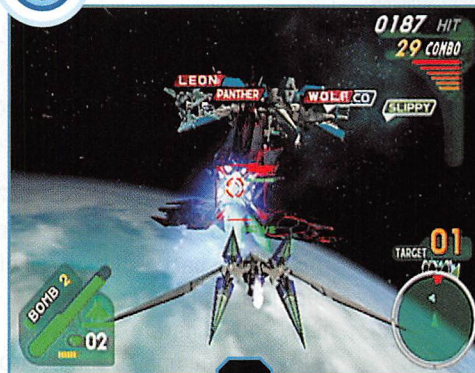
MISSION UPDATE

After you eliminate the last megamissile, the Aparoid forces outdo themselves by sending in an even more immense missile. At first, it slowly cruises toward the station, but this missile is deviously constructed—you'll need to move fast.



5

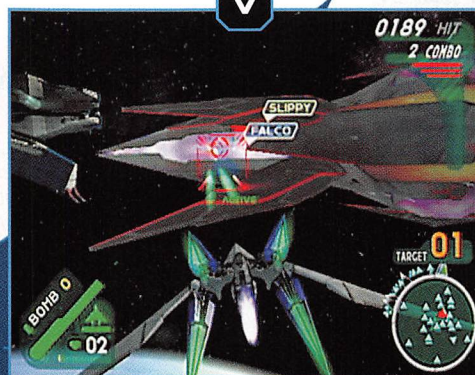
THREE-STAGE CONSTRUCTION



Boost toward the rocket as fast as you can, then head to its back end and turn into its fuselage to get a clean shot at its weak spot. Use the brakes as you power up strong blasts—several should get the job done.



Unfortunately, when you destroy the back end of the rocket, it loses mass and is able to accelerate. Boost toward its middle section to find its new weak spot. You'll need to angle your shots just right to get underneath the protective ribs. After several shots, the middle section will break off—and the missile tip will move even faster.



Boost toward its nose, then unload fully powered shots into the weak spot. You'll need to position your shots to avoid hitting the protective fins. You must blast the tip with powerful shots to finish it off.

SAVE THE STATION—AND YOUR COMBO



It's not terribly tricky to build one combo through the first and second phases of the mission, but it's nigh impossible to build upon it during the third phase, when you need to unload steady powered-up shots into the final missile. As you rocket toward the tail end, take out any ships you can and unload smart bombs on nearby formations, then gun for any final combo add-ons after you take out the back end and—if you fly fast enough—the middle section.

MISSION 9 APAROID HOMEWORLD

BREACHING THE DEFENSES

MEDAL REQUIREMENTS:  **Bronze:** 500  **Silver:** 1,400  **Gold:** 2,500

Upon reaching the nexus of Aparoid activity, Fox and his teammates discover that the planet has a gaping hole that they can fly down to get at the Aparoid queen. Unfortunately, the hole is protected by a force field. You'll need to seize control of the base that floats above the hole to turn off the field.

ELIMINATE THE BASE POPULATION

The floating base is chock-full of Aparoids, and no matter how many you obliterate, more will enter the area unless you destroy the Aparoid hatcher scattered throughout the base's main buildings. Each hatcher has a force field that you must deactivate by blasting all nearby force-field generators. Once you've scoured the upper side of the base for all its hatchers, you'll need to hop in the Arwing to get at the base's underbelly, where many more hatchers are protected by flying aliens.



MISSION BRIEF:



The Cornerian armada commands the skies above the Aparoid homeworld and is making advancements into Aparoid territory. The entrance to the heart of the planet is protected by a base and a powerful shield. The Star Fox team has been deployed to the surface of the planet. Capture the base and turn off the shield.

RATION YOUR AMMUNITION

If you're playing on Silver or Gold difficulty, you'll find more hatchers, many of them in two buildings that aren't mandatory on Bronze difficulty. You'll need to use your limited ammo wisely to gun down foes quickly and efficiently.



Blast the smaller foes to get the machine gun.



Destroy the larger aliens to score the Homing Launcher.



Vanquish all the enemies (see flag tip 1) to nab the power-up.



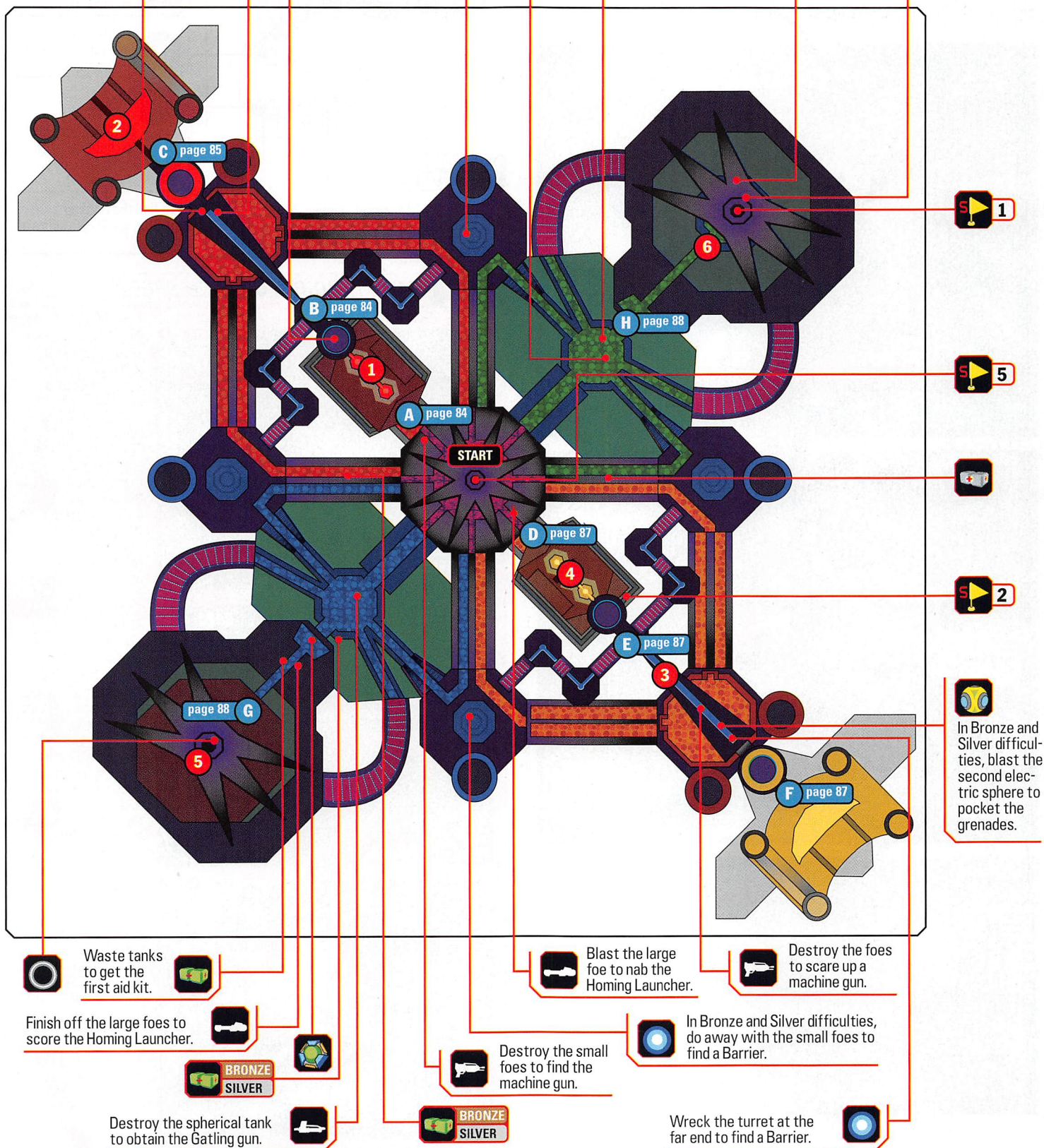
Gun down the huge foe to nab the Homing Launcher.



In Bronze and Silver difficulties, destroy all of the foes to get the grenades.



Bring down the spherical tank to get the Gatling gun.



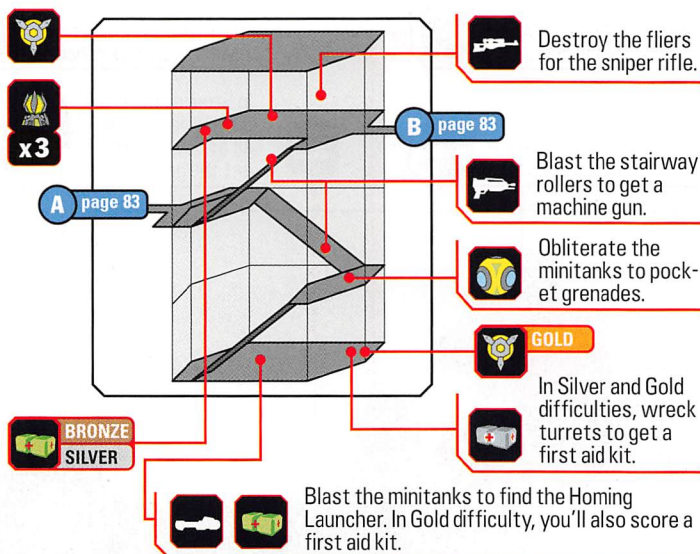
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START YOUR NORTHWEST ATTACK

Though you can tackle the major buildings in any order, starting with the one that's directly northwest of the starting area will let you seize a few weapons with minimum hassle. As you progress toward your goal in the building—destroying hatchers—change up your weapons for specific foes.



The entrance is blocked by a sphere that will shock you—destroy it with charged shots. Wipe out the foes nearby to get a machine gun, then head inside and use it to exterminate the small fry before they overwhelm you. Unless you're playing on Gold difficulty, you won't need to visit the bottom floor—head outside via the upper-floor exit to the skybridge.



HACK THROUGH ON HIGH SPEED

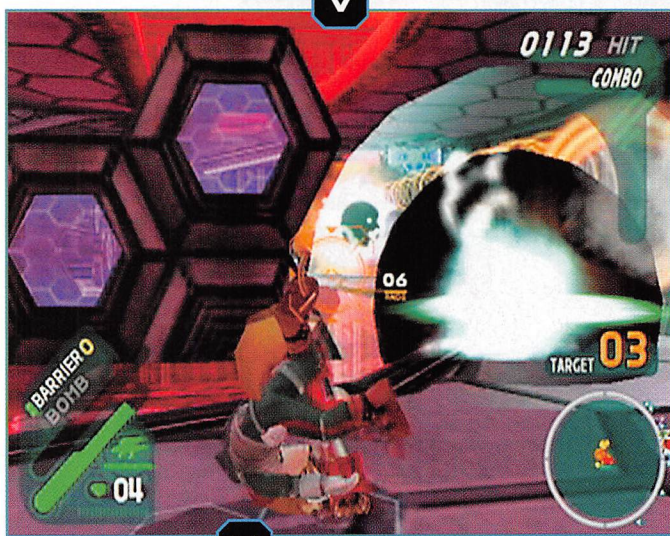


If you're on a combo run, you'll have to start your attack with a little prep work. Begin at point 1 on the map. After taking out only the sphere, run through the small hallway that wraps around the building to find the Gatling gun—you'll need it for a later part of the combo. Start your first combo by taking out the minitanks outside of the building, then run up the inner ramps to the upper floor, obliterate ground-based foes with the machine gun and take out turrets with charged shots. You'll get a sniper rifle from the wreckage of enemies on the top floor—as you run down the ramps to the bottom floor, use it to pick off the wall turrets. Force-field generators take a lot of damage, so use the sniper rifle to destroy those on the bottom floor in one hit. Grab the Homing Launcher from the enemies, then head back up to the top floor to brave the skybridge. Alternatively, you could start at the bottom and work your way upward, but you won't have as many weapons at your disposal.

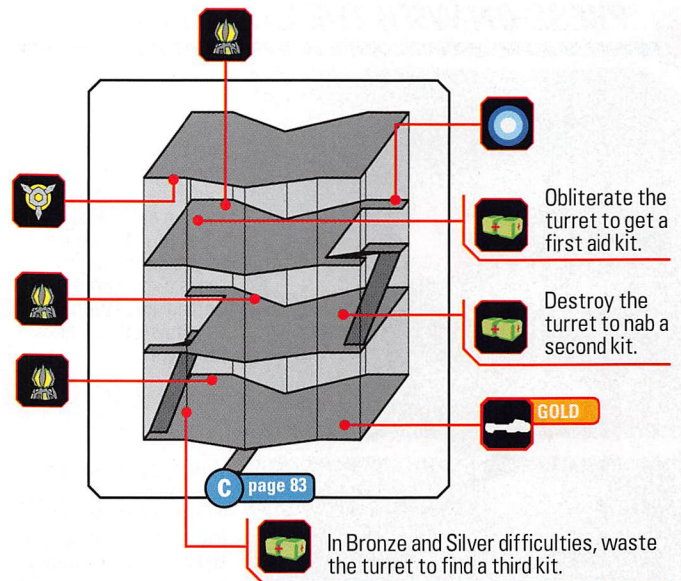
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BRIDGE TO THE FAR NORTHWEST

To enter the far-northwest building, you'll need to blast through a skybridge crammed with small enemies and a few tough foes. Wipe out the electric spheres and the huge Aparoid walkers from a distance with the sniper rifle, then finish off the smaller creatures with the machine gun. Cross the bridge then enter the building to take out the single hatcher inside.



Once inside, use the walls and short barriers as protection from the turrets. Each floor is plagued with ground enemies that you can wipe out with the wide-range explosions from grenades. You can destroy turrets and force-field generators with a Homing Launcher from a distance.



A BRIDGE TO AN EXTENDED COMBO



You'll need to equip your sniper rifle immediately upon exiting the first building to keep your combo momentum going. Shoot the electric spheres and the huge foes rapidly, then run through the bridge with your machine gun blazing to create an even stronger base to work from as you enter the second building.



As you make your way up the ramps to each floor, use the sniper rifle to finish off the resilient field generators, then rampage through each floor with the Gatling gun going strong to clean up the other foes. You won't be able to continue this combo string, so try to gun for a 60-plus combo to make the most of your first run.

3

PRESS ON WITH THE LANDMASTER



Before you head toward the southeastern buildings, hop into the Landmaster then sweep the courtyards that surround that center area. You can easily finish off a lot of turrets, ground forces and spherical tanks (which drop Gatling guns) with the Landmaster's superior firepower.



With the two Gatling guns in your possession, drive the Landmaster over to the skybridge in the southeastern section of the base. Rumble the tank up to the break in the bridge, then point your turret down the enemy-clogged bridge and cut through the masses. Hop out and head to the front of the southeast building that's near the base's center.



START A LANDMASTER COMBO



Don't tackle the spherical tanks as you drive around the base's courtyards; just focus on eradicating everything else on the ground. The spherical tanks require several charged-up tank blasts to destroy, so return for them after you've scared up a large combo.

1 FLAG WITH AN AMBUSH CHASER



You'll find one of the flags inside the green structure in the northeast section of the base. Blast the center of the floor to reveal the flag. When you pick it up, huge Aparoids will materialize all around you—evade their combined firepower as you blast 'em with charged shots.

4

SOUTHEAST EXTERMINATION



Return to the mission starting point to enter the nearby southeast building. Use a fully charged shot or the Homing Launcher to blast through the door that bars your way, then enter and ascend to the top floor first. As you run through the building, use the sniper rifle to pick off massive enemies.



You'll score another sniper rifle by eliminating the ground foes and the ceiling turrets on the top floor. Use the extra stock of sniper ammo to make your way to the lowest floor. Point your scope to the floors below you as you snipe from the ramps. Shoot the small canister on the lower level to trigger a big explosion that can take out nearby foes.



Decimate groups of smaller enemies by lobbing grenades to lower floors before you cross them. Save your sniper ammo for pulverizing big enemies—and the hatchery and its force-field generators—on the lowest floor.



After you've purged the first southeastern building, use the skybridge to reach the structure behind it. The bridge is clogged with powerful Aparoid forces. Though a few blasts from the Landmaster tank will clear the way quickly, if you must face the crowds on foot, snipe the larger enemies and spray the smaller ones with machine-gun fire. Upon entering the building from the top floor, make your way to the hatcher on the lowest one by using a similar sniping-and-spraying strategy.



BRONZE
SILVER



Destroy all of the ground Aparoids to discover a 1-Up.

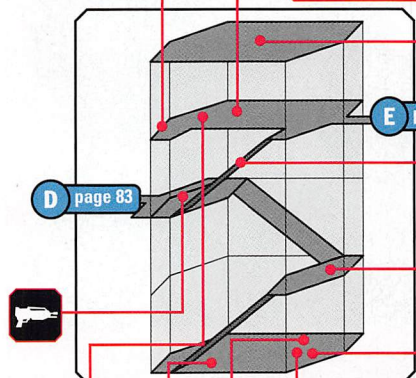
Blast the ceiling enemies to get a sniper rifle.

E page 83

Exterminate foes for a machine gun.

In Bronze and Silver modes, wreck the large aliens for a Barrier.

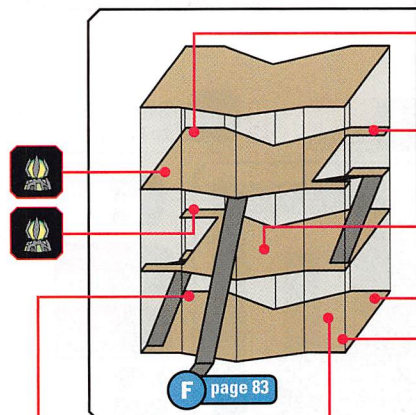
Destroy the large enemies to pocket a first aid kit.



GOLD

x2

x2



BRONZE
SILVER



In Bronze and Silver difficulties, destroy foes for a first aid kit.



F page 83

3

Eradicate the large aliens to get a first aid kit.

2 TAKE A STROLL FOR A FLAG



Follow the path that wraps around the outside of the southeastern building (the innermost one) to discover the second flag. Watch for the spot on the back of the building where your reticle turns red, then shoot several times to reveal the secret.



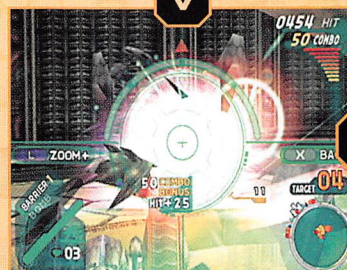
CONTINUE TO THE NEXT BUILDING



To connect a strong combo from the first southeastern building to the second one, park your Landmaster on the skybridge as noted in tip 3, then start your combo at the building nearer to the center of the base. Run around its outside hallway, blasting enemies, then go inside to snipe and spray your way through the building, ending at the skybridge exit.



Hop into the Landmaster and pummel the bridge with cannonfire to bore through the Aparoid masses and generate great combo momentum, then hop out of the vehicle and run down the cleared path to the second building. Inside, use the sniper rifle to pick off formidable enemies quickly and cut through crowds of weaker foes without losing steam. You can waste at least 70 targets—and rack up lots of bonuses along the way.



3 PRIZE ON THE BOTTOM FLOOR



Before you leave the bottom floor of the outermost southeast building, turn your guns on the area underneath the ramp. Shoot at the exact spot where your targeting reticle turns red—you'll blast the third flag out of hiding.

4 SEARCH THE PURPLE FORTRESS



You'll find the fourth flag of the Aparoid Homeworld mission in the deepest part of the purple fortress. Aim your weapon into the alcove in the southeastern corner and blast the area until the flag appears.

5 SOUTHWEST ASSAULT

Though you don't need to enter the purple fortress in the southwest if you're playing on Bronze difficulty, you might want to brave its interior to wipe out tons of enemies.

6 RAMPAGE IN THE NORTHEAST

The green building, like the purple fortress, is full of winding paths—and it's nonessential on Bronze difficulty.

PERSONAL BARRIERS PAVE THE WAY

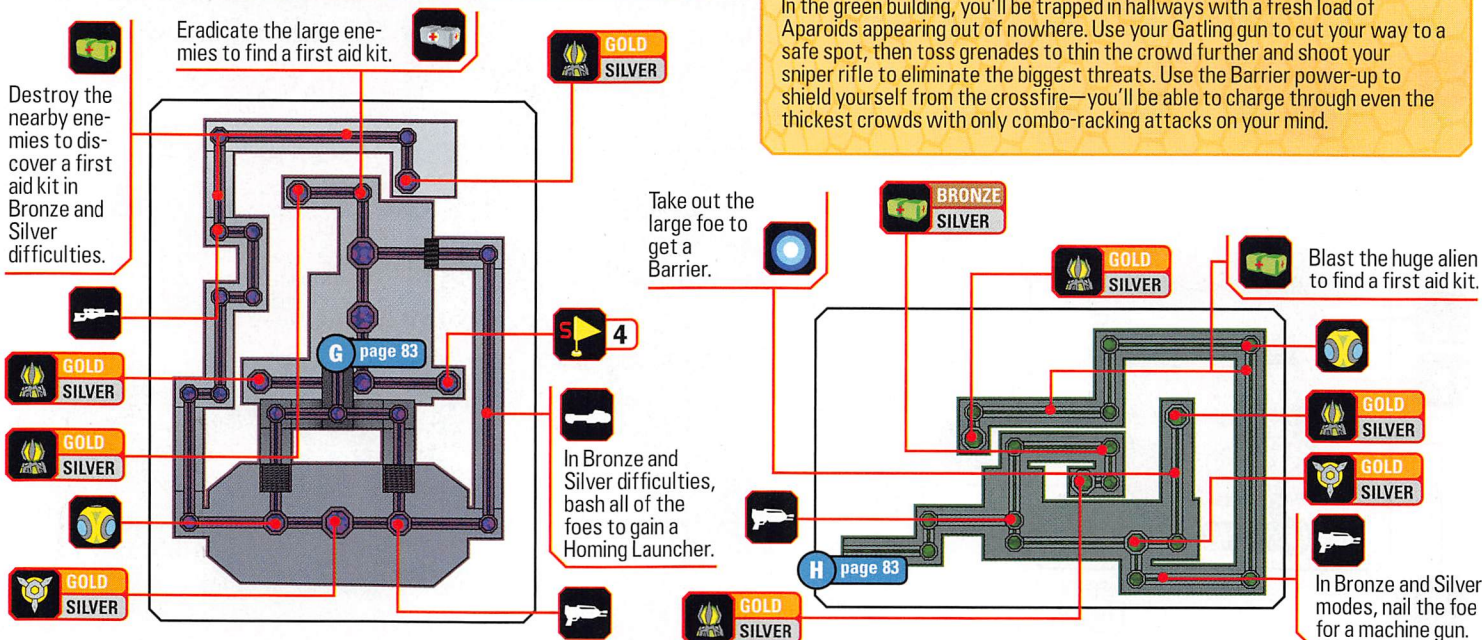


The fortress stows most of its field generators far from the hatchers. As you blaze through twisting hallways to wreck all of the related generators, you'll become trapped in a hallway with tons of enemies. Use the Barrier power-up to shield yourself from harm, and gun them down safely.

DRAW UPON YOUR FULL ARSENAL



In the green building, you'll be trapped in hallways with a fresh load of Aparoids appearing out of nowhere. Use your Gatling gun to cut your way to a safe spot, then toss grenades to thin the crowd further and shoot your sniper rifle to eliminate the biggest threats. Use the Barrier power-up to shield yourself from the crossfire—you'll be able to charge through even the thickest crowds with only combo-racking attacks on your mind.

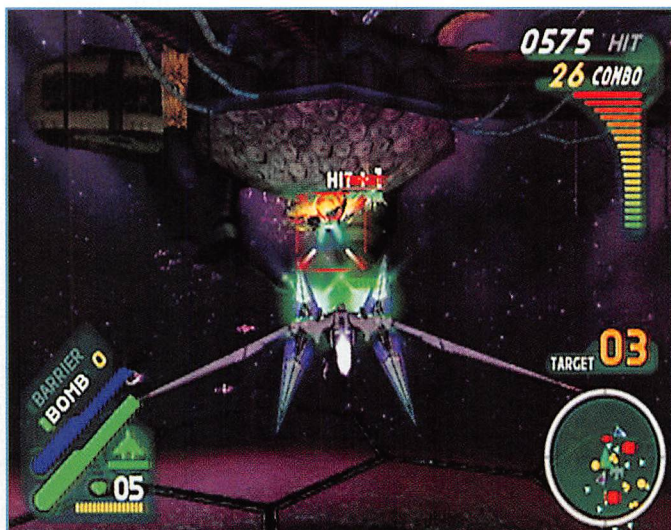


MISSION UPDATE

After you've cleared the upper half of the floating base of all its hatchers, many more appear out of nowhere on the underside of the base. You'll need to hop in your Arwing to make a handful of precision strikes.

TAKING ON THE UNDERBELLY

Climb into the Arwing and soar away from the base, then swing around as you speed downward to come upon the underside of the Aparoid base. As you gun for the several clinging hatchers, you'll come under fire from fliers—use evasive moves before they take you out.



FALCO IN TROUBLE

"Dang! I got one on my tail!"



Before you descend to view the base's underside, listen for Falco to call for help soon after the last mission phase begins. Use your boosts to catch up with your speedy friend, who flies above the city, then blast the fliers on his tail.

PROBLEM FOR SLIPPY

"Darn it! I'm being chased!"



After you've destroyed a few hatchers below the city, Slippy will come under attack from Aparoids. Lay on the boosts to get topside in a hurry, then bring down Slippy's pursuers quickly.

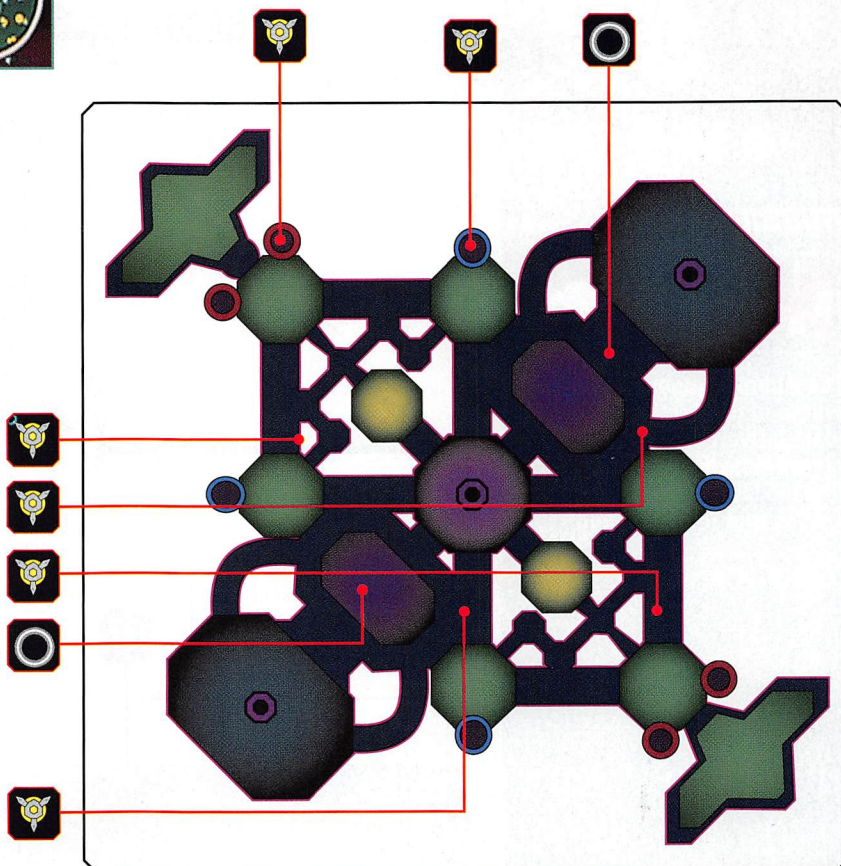
BLAST THE HATCHERS—AND THE HATCHED

The airspace around the base's underside is choked with Aparoid fliers. Blast them out of the sky en route to your next main target. Before you obliterate the final clinging hatcher, take down as many of the surrounding enemies as possible.

5 ONE LAST FLAG ON HIGH



You'll find the fifth flag in the Aparoid Homeworld mission by flying the Arwing up to the top of the structure that arches over the entire floating base. Hit your brakes as you approach its upper point, then fire at the spot where your reticle turns red to expose the flag.



MISSION 10 HOMEWORLD CORE

THE FINAL BATTLE

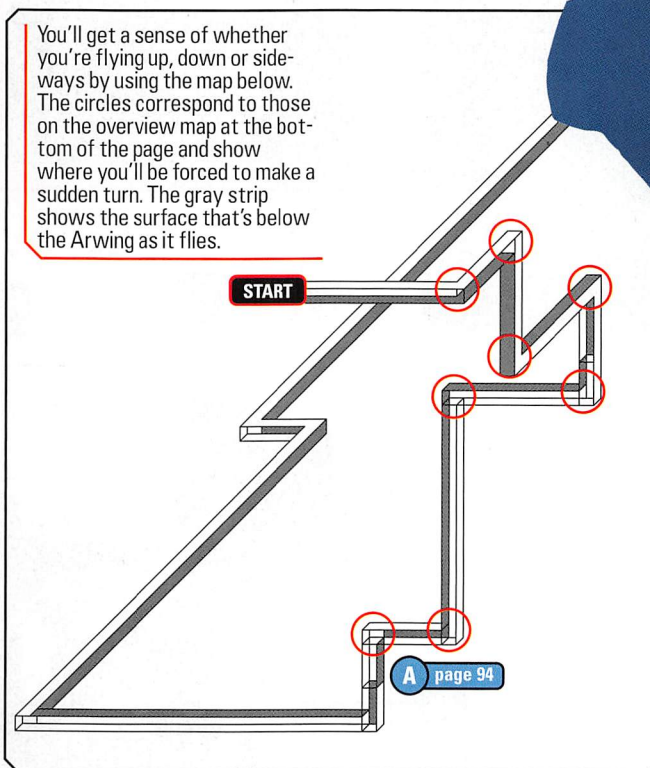
MEDAL REQUIREMENTS:  **Bronze: 250**  **Silver: 700**  **Gold: 1,500**

With the force field down—and some unexpected (and ultimately tragic) help from Peppy—you're able to fly into the breach to hunt down the Aparoid queen on her own turf.

INTO THE BREACH

Peppy makes the ultimate sacrifice to give you a shot at destroying the queen and saving the universe from Aparoid expansion. You'll stay in the Arwing for a flight that will take you through the twists, turns and tunnels that lead to the final showdown.

You'll get a sense of whether you're flying up, down or sideways by using the map below. The circles correspond to those on the overview map at the bottom of the page and show where you'll be forced to make a sudden turn. The gray strip shows the surface that's below the Arwing as it flies.



MISSION BRIEF:



The Aparoid queen is somewhere in the depths of the planet. Overcome all obstacles, defeat the queen and find the self-destruct program. This is your final mission.

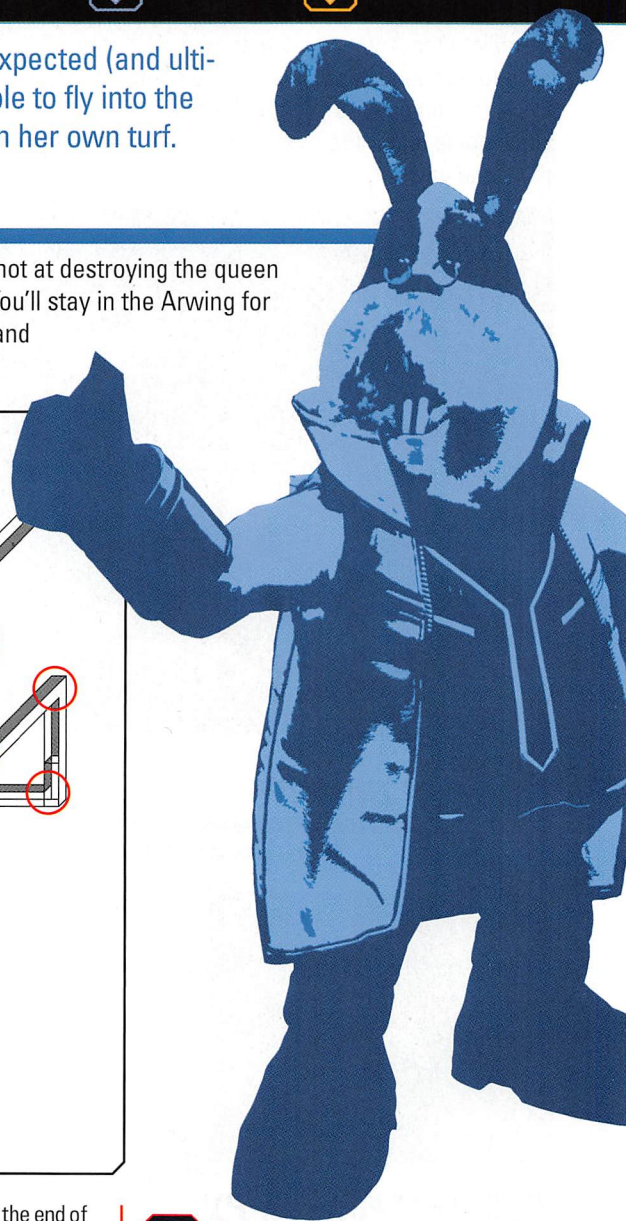
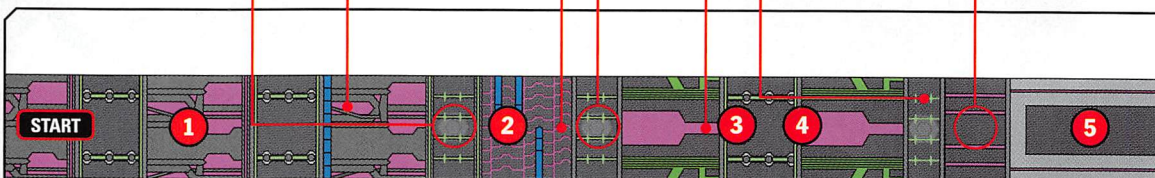
The doors will slam shut as you approach. You'll swerve left instead.



You'll dive at the end of the horizontal path—then fly straight down.



You'll level out at the bottom of the dive then fly horizontally.



1

DOWN THE TUBE

As you wing your way through the long tunnel that leads to the queen's chamber, you'll encounter scads of flying enemies and wall turrets, plus many moving obstacles. With the exception of one spot—see tip 3—the tunnels are too tight for you to use backflips. Keep focused on flying straight with rolling dodges.



You'll pivot in space as you head into the tunnel that contains moving orbs.

Be prepared for the downward shift as you near this point.

You'll tilt upward when you reach the bend in the path.

You'll dip downward as you head into the laser-wall stretch.

Halfway through the laser-wall area, your path will suddenly cut left.



UNLEASH YOUR TRIGGER FINGER



Whenever you don't have a foe in sight, charge up a homing blast then release it as soon as a foe flies up the tube and falls within your lock-on range. Follow up with quick shots to finish it off and anything that came up with it. Shoot constantly—there's no penalty for low accuracy.



You'll find only two laser upgrades in the shaft. You'll need them both to put your firepower on par with the tougher foes' shielding in Silver and Gold difficulties. If you crash, you'll lose your weapon upgrades—a bad thing if you're restarting from a point that's past an upgrade icon.

WATCH FOR BARRIER HOLES



At several points along the tunnel, the Aparoids will attempt to seal off the path before you. As hexagonal force fields piece together, however, a few holes will remain open. Use your brakes as you approach the area to buy yourself time to see where the holes are, then fly through the breaches carefully. Save a little braking power to use as you pass through a hole, because you'll sometimes find a power-up directly behind the barrier—slowing down will help you swerve to nab it.

STAY ON ALERT FOR TURRETS



There are two kinds of wall turrets in the Aparoid tunnel. The clinging blue orbs will fire bursts that come toward you as you approach. Roll to the side to put more swerve in your turn if you're about to be hit.



The green turrets will spew green energy tendrils as you approach, creating a web of danger for you to fly through. Don't touch any part of the tendrils, or you'll suffer damage.

2

BARRIERS ON PISTON POWER

The first moving barriers that you'll encounter move up and down the length of the tunnel. Swerve to avoid one as it approaches, then hit your boosters to jet ahead of it if it's about to hit your tail on its return trip down the tunnel.



BE SMART ABOUT BOMBS

If you scare up any smart bombs during your flight, be sure to pick them up; they'll be critical for clearing out crowds—or walloping the boss at the end.



1 ON THE LOOKOUT FOR THE FIRST FLAG



As you approach the first gigantic eye structure, fire a series of shots directly into its center. It doesn't matter whether the eye is open or closed—it will reveal the invisible flag either way. As soon as you touch the flag, veer sharply up or down to avoid hitting the edge.



3

AN EYE FOR TROUBLE

When you approach each huge eye structure, it will open and release several fliers that will patrol the tunnel from all directions. Take out the fliers quickly and don't let a single one pass you by, or you'll face their wrath from behind.



Each flier that you let pass by you will ram you from behind. If any get by, drop to the floor of the tunnel immediately and use a loop maneuver—you'll likely avoid their kamikaze crashes. Alternatively, perform a roll to shake the fliers.



GO FOR A BULL'S-EYE



Power up a homing shot when you first see the eye, then blast the orb the moment it opens to release its ships. If your timing is perfect, you can destroy all of its fliers in one hit and score both a Group Bonus and a Blast Bonus.

4

SLIPPY'S SHIELD RING



"These guys sure are persistent!"



You won't find a single Shield Ring along the length of the Aparoid tunnel. If you rescue Slippy when he comes under attack, however, you can get one from him. You'll need to blast his pursuers fast—Slippy will be gone in a flash.



5

2 FLAG IN THE CROSSFIRE



As you fly through the tube lined with two kinds of turrets, blast the spot shown to the left to reveal the mission's second flag. Clear out a few turrets as you approach to give yourself some space to shoot for the flag.

5

BLUE ORBS ON RAILS



Use your brakes as you get close to the purple tendrils that stretch across the tube. Blue orbs move along the tendrils, and you'll have a shot at getting rid of them all if you're moving slowly and have a quick trigger finger.

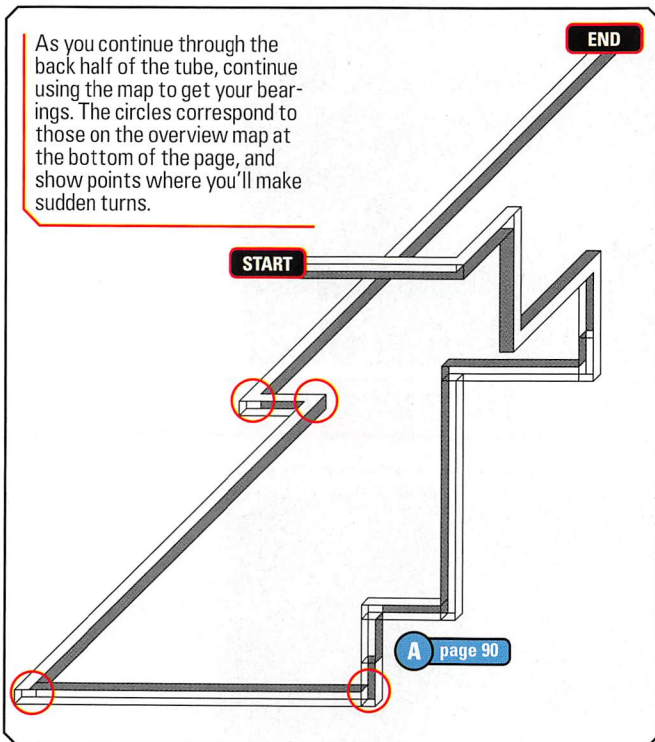
6

SNAGGLE-TOOTHED GATES



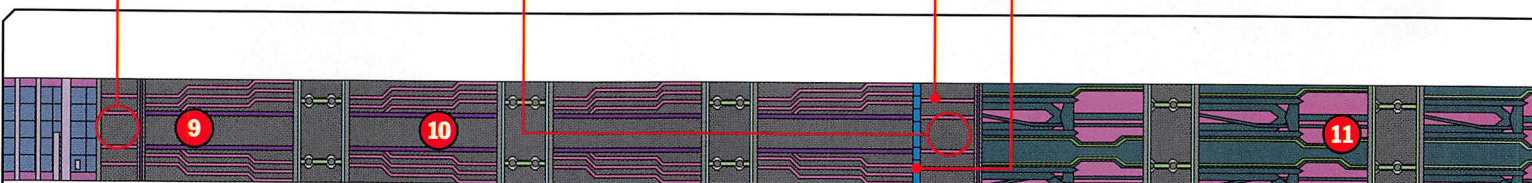
You'll have to tangle with another kind of tunnel barrier as you approach the middle stretch—gates made of jagged sections that snap shut one at a time. If you stay in the upper-right portion of the flight path then lay on the boosters as you head toward the third gate, you'll be able to avoid the entire series of threats.

As you continue through the back half of the tube, continue using the map to get your bearings. The circles correspond to those on the overview map at the bottom of the page, and show points where you'll make sudden turns.



As you leave the laser-wall stretch, you'll turn back to the right.

After the area patrolled by the huge, flying Aparoid, you'll swerve left.



7

KRYSTAL'S DELICATE SITUATION



"I've got enemies behind me! Help me, Fox!"



Rescue Krystal to get a Silver Shield Ring. She'll fly through extremely fast, so get ready to blast her attackers the moment you hear her call for help. Unfortunately, the path is choked with foes gunning for you. Use the brakes and boosters to navigate the double threat safely as you fire away at all enemies.

8

NAVIGATING THE LASER WALLS



You'll head into two stretches that are protected by laser walls that phase in and out, so use your brake judiciously, then fly through when the path is clear. You'll find two essential power-ups—a smart bomb and a 1-Up—within the hazardous part of the tube.

9

FALCO'S FLIGHT CRISIS



"These punks just won't give up!"



With a handful of fliers on his tail, Falco soars ahead of you then circles and flies back the way he came. You'll have very little time to destroy all of his attackers, so power up a homing burst when you hear his voice, release it on his foes as they first pass you, then gun for the remaining pests on their return trip. Falco will give you a smart bomb for your trouble.



10

CLIP THE BIG APAROID'S WINGS

A mothlike Aparoid will flutter into view and shoot homing missiles at you. Roll to avoid collisions with the incoming projectiles as you charge up shots, then home in on the creature and release your burst as you go into another roll to avoid its weaponfire. Take out other nearby enemies to reduce the crossfire.



5

3 TIGHT FIT



Slow down as you move toward the force field to see where its holes are, then shoot the rightmost one to reveal a flag. As you collect it, lay on the brakes and bank left to grab the laser upgrade just beyond the force-field barrier.

11

AIM FOR THE EYE OF THE STORM



Charge up a homing blast when you see the swirling foe come up the tube toward you. It will lash out with four energy tendrils. Roll to avoid collision as you fire your first shot at its core, then charge follow-up shots for the same purpose. Even if explosions rage around you, continue your charge-and-roll strategy until you've eradicated the creature.



GROUP BONUSES BY THE BUSHEL



If you take out the mothlike Aparoid before you reach the next force field, you'll see a group of crystalline foes swirl into view. Blast 'em fast to score a Group Bonus and trigger the release of a follow-up wave of creatures. Destroy as many waves as possible before you reach the field.

Just as you fly into the whirling-blade section, you'll turn upward.

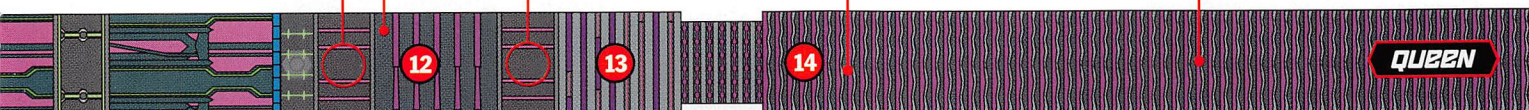


4

You'll soar downward as you enter the section of moving barriers.



5



12

13

14

QUEEN

4 FIND A FLAG IN THE BLADES



As you fly toward the series of whirling blades, fire at the turret just inside the first obstacle to scare up the mission's fourth hidden flag.

14 EXTREME SCRUTINY AT THE END



12 WHIRLING BLADE BARRIER

Two new kinds of blade obstacles stand between you and the Aparoid queen's chamber. The first series of blades whirls slowly but does massive damage upon contact. Use your brakes and boost to time your pass-through just right.

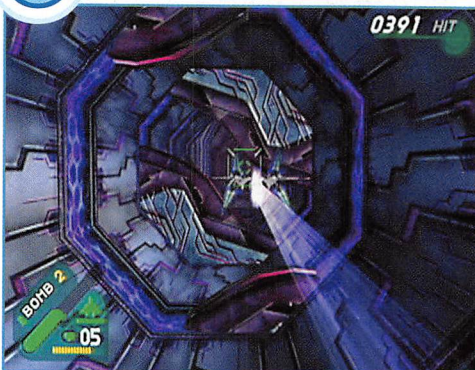


The Aparoids will try one last method for cleansing you from the tube—possibly the most concerted. A large group of silver eyes will fill the passage, and they're nearly impossible to destroy. Roll to avoid their homing missiles as you gun for the one eye that has a red iris—only it is vulnerable to attack. Blast fast, since the red iris will shift to another eye every few seconds.



You won't have to obliterate all of the eyes. You'll simply need to last until they chase your friends and leave you with one final threat before you enter the queen's chamber: floating larvae. Mow 'em down for a few extra hit points, then steel your nerves for the final shoot-out.

13 AVOID THE CHOPPERS



A second series of blades immediately follows the first. These ones chop down to briefly close the passage. Employ your brakes for a moment and quickly study its chopping pace, then lay on the boost to fly through when the way is clear.

5 THE EYES HAVE IT



You'll need to destroy one of the silver eyes to reveal the fifth flag. Blast all the fiends in the lower part of the group—one of them holds the flag.

APAROID QUEEN—IN HER CHAMBER

You'll confront the vile Aparoid queen in a huge circular room where the giant creature spawns larvae that grow into major threats. Eliminate them and blast the queen in your spare time.



PICK OFF LARVAE WHEN THEY'RE YOUNG



The queen will release amber globes that levitate through the room. If you shoot a globe, it will divide into smaller ones, so keep spraying until you've wasted them all.



The globes will eventually hatch a single yellow larva—its size depends on how big its globe is when it emerges from incubation. If you collide with the larva, you'll suffer damage. When the larva is yellow, however, it won't seek you out but will simply float along. Destroy it when it's in this state—before it changes again.



In time, a yellow larva will change into a blue Aparoid that will home in on your location and explode. It's hard to avoid, so use your evasive maneuvers and roll if it comes near you.

CRACK OPEN THE QUEEN



The queen will often be covered with silvery scales that conceal her one weak spot—a red gemlike surface. Once you're in firing position, hit the brakes to give yourself more time to chip away at the queen.



Use the same braking tactic when you're shooting at the weak spot. If you linger around the room—sacrificing a better time score on your mission—you may find many power-ups, including laser upgrades that will help you chip away at the queen's armor even faster.

THE QUEEN SPEAKS



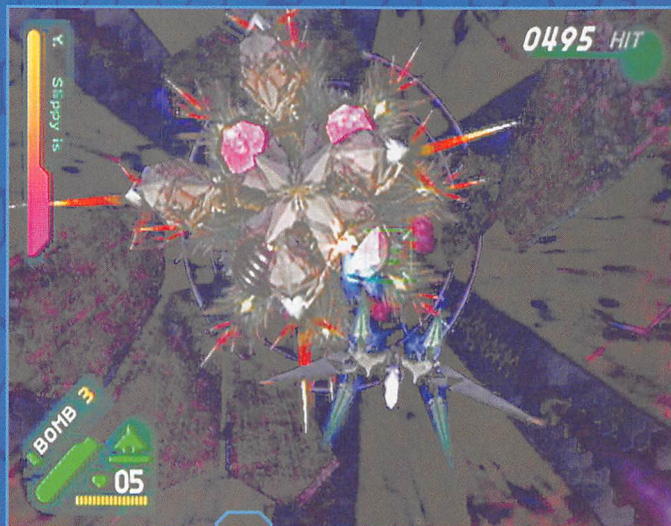
When you crack open her shell, the queen will prepare her attack by spreading her arms wide. Fly away from the queen's front side before she energizes the strike fully, or you'll be caught in a devastating maelstrom of energy that will likely ruin your run. (If you lose your ship and have 1-Ups in your possession, you'll start over in the queen's chamber but will lose any laser upgrades. Hang around in the chamber to find more, then continue assaulting the queen.)



APAROID QUEEN—ON THE FLY

CHASE DOWN THE ROYAL PAIN

After you've weakened the Aparoid queen, she'll flee for her life in a metamorphosed form. Strike at her four red eyes to close them, then deal with the head that lunges out.



To get the queen's real head (her new weak spot) to appear, you must close the creature's four red eyes. Spray each with blasts until it's closed. Finish off one eye before you move on to the others, because the eyes will open if you don't close all four quickly enough.



When you've shut the queen's four eyes, she'll lash out with her dragonlike head. Roll to the side to avoid her head as it shoots past you. When the ugly mug returns, blast it to weaken the queen. If the head withdraws and its four exterior eyes open, repeat the eye-opening process.



Though you can finish off the queen on your own if you move fast enough, your friends will fly in to help you destroy the beast. Power up a homing blast when you first hear their battle cry, then unleash it at the floating mines that the queen releases.

A DESPERATE ACT

Just when you think that the queen is down for the count, she morphs into one last form that whizzes around the screen and wreaks vengeance upon you with two powerful attacks.



Lock on to the queen and fire off any smart bombs you have to keep your time together as short as possible. You'll need to whittle down her health as she attacks you with a tunnel of energy (fly inside it) and a central beam (fly to the sides).

THE QUEEN'S EXTERMINATION

Once you've wasted the queen in her last form, you'll complete the tenth mission—and view the cinema scene that reveals the final fallout from the war against the Aparoid forces. You'll also be able to play the entire campaign on Survival mode, which challenges you to complete the 10-mission adventure without saving the game once. Good luck!





VS. MODE & UNLOCKABLES



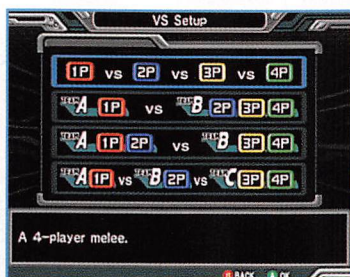
VS. MODE

WAGE ALL-OUT WAR

Three ways to make carnage, 16 arenas, six characters and eight rule modes add up to a vast number of variations for Vs. sessions—we'll help you weigh your options.

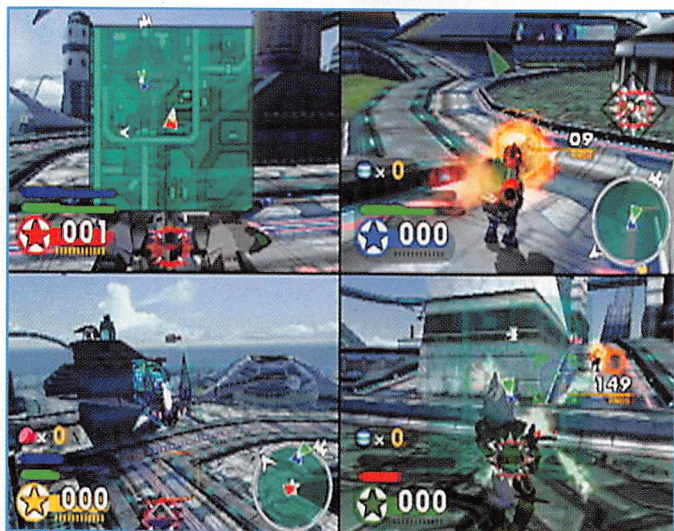
CHOOSE TEAMS OR GO IT ALONE

Before you select one of the battle arenas detailed on pages 103 through 118, you'll need to choose the number of players, then decide whether to form teams, to play every man for himself, or to have some players go solo against one team. During battle sessions, each player will be able to track the others through radar, since each player will be assigned a specific color.



ON FOOT, BY AIR OR BY LANDMASTER

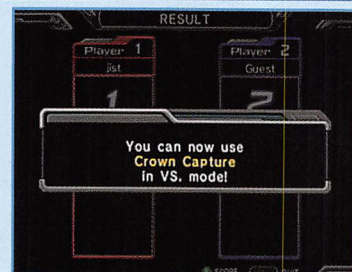
During battles, you'll shift between all three modes of transport—running on foot, flying in the Arwing (and the unlockable Wolfen) and rumbling in the tank—and you'll scavenge for weapons as you go.



In battle arenas for which all three modes of transport are available, you'll start out on foot with only the blaster in hand. You'll have to search for other kinds of weapons. Locations of power-ups vary, so stay on the hunt and try to make your way to hard-to-reach spots—you'll often find a great weapon that will make it worth your while.

MULTIPLAYER SESSIONS OPEN UP ALONG THE WAY

When you first crack open Vs. mode, you'll have only six battle arenas, four characters and three rule modes to choose from. But as you accomplish certain goals and complete specific numbers of multiplayer battles, you'll unlock much more to enhance your Vs. sessions, such as Titania Desert, Wolf O'Donnell, the feral fellow's Wolfen spacecraft and the frenzied Crown Capture rules. See page 120 for comprehensive details.

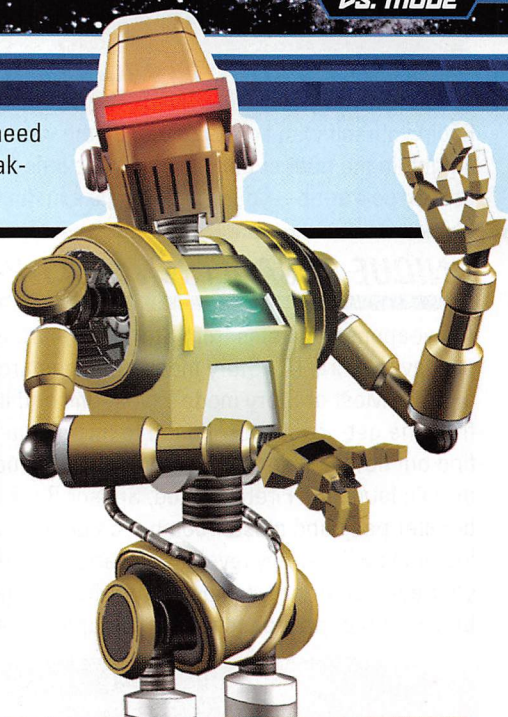


MAXIMIZE YOUR CLASHES

Star Fox: Assault provides a great number of ways to tailor multiplayer battles. First you'll need to select whether to play under the Main rules or focus your battle for specific havoc-wreaking needs, then fine-tune settings—such as the victory conditions—to your liking.

MAKE THE RULES WORK FOR YOU

The Main rules pave the way for standard free-for-all deathmatches that let players draw upon all the resources at their disposal. The other seven kinds of rules let you express your aggression in more-specific ways. You'll find that certain rules go nicely with certain battle arenas—we'll give you a few ideas about when to select individual rules, then point out opportunities within the arenas on the following pages. Get to know each of the eight rule modes before you make your choice.



MAIN

All weapons, items and vehicles—everything but the kitchen sink—are thrown into a session under the Main rules, and that can make for some insane all-out wars between players.

Available from the beginning

SNIPER SHOWDOWN

With Sniper Showdown rules, each player begins with a sniper rifle and unlimited ammo. It's a good choice for battle arenas that offer high perches for picking off opponents.

Available from the beginning; limits battles to on-foot only

HOMING LAUNCHER CLASH

Under the Homing Launcher Clash rules, all battlers start equipped with an unlimited-ammo Homing Launcher; a great selection for arenas that offer duck-and-cover locations.

Available from the beginning; limits battles to on-foot only

MISSILE LAUNCHER BOUT

Missile launchers are available only in Vs. mode. Launch a missile to see the action from the rocket's perspective as you guide it to the target—play with these rules in open areas.

Page 120 details how to unlock these rules; limits battles to on-foot only

BOOSTER PACKS BRAWL

With jet packs strapped to every character's back, players can leap to ridiculous heights and glide before coming back to earth—it's a blast in every arena.

See page 120 to see how to unlock these rules; limits battles to on-foot only

BOOSTER PACKS & LAUNCHER TILT

Combine the long leaps from Booster Packs Brawl with the devastating blasts of Homing Launcher Clash, and you'll get a sense of this rule set's impact—awesome in all on-foot arenas.

Page 120 details how to unlock these rules; limits battles to on-foot only

SURE-SHOT SCUFFLE

A particularly cruel way to play, Sure-Shot Scuffle includes all weapons, but one shot is all it takes to score a kill. Choose these rules for any stage that offers plenty of good cover.

Page 120 details how to unlock these rules

CROWN CAPTURE

When play begins, players must race to seize the one crown on the landscape, then keep it until the time limit expires. Crown Capture is the most fun in the smaller arenas.

Page 120 details how to unlock these rules; limits battles to on-foot only

TWEAK THE SETTINGS—THEN GO FOR IT!

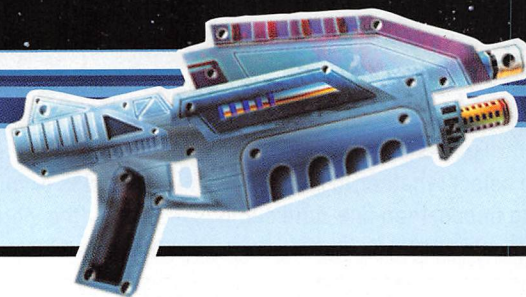
Each rules category has settings that determine the game's goals, govern power-up appearance, turn on radar and set other battle details. Adjust a session for your multiplayer preferences.



Some of the most common battle goals include being the first to destroy a specific number of targets or the most targets within a set time limit, or simply to be the last player standing.

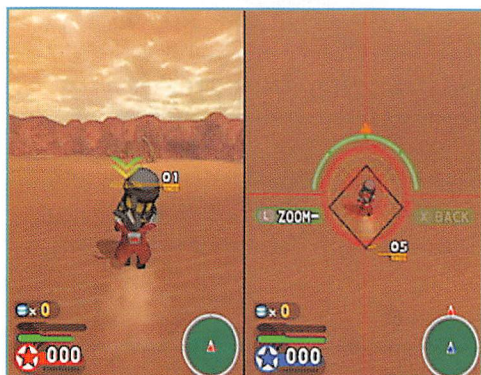
WEAPONS, ITEMS AND VEHICLES

Equip yourself with knowledge of all the weapons and items before you head into a fight. In the heat of battle, you'll have little time to wonder if you should run for a nearby power-up—you'll have to make instant, educated decisions.



UNIQUE ASSAULTS IN MULTIPLAYER FIGHTS

All weapons and items from Story mode are available in Vs. mode, plus even more. (All Story mode weapons are detailed on pages 12 and 13.) Most of Story mode's weapons and items are available from the get-go, but you'll need to unlock the Gatling gun. You can find out how to unlock the other weapons and items—like the missile launcher, Fireburst Pod, Sensor Rocket, Demon Sniper, booster pack and cluster bomb—on page 120. Weapon and item locations will vary by level and a variety of other factors, so keep your eye out for power-ups as your battle rages on, and make a break for the rarer ones to gain the upper hand.



The Demon Sniper is among the most powerful weapons in *Star Fox: Assault*, and it's seen only in multiplayer mode. There's no better way to bring down a vehicle.

FOCUSING YOUR TRANSPORTATION

Some arenas are for on-foot battles only, while others bring in the Landmaster, Arwing and/or Wolfen. The selections are shown with the icons below, respectively. You can also lock out certain transport modes, though you can't do so with those shown as red icons. (See page 104 for an example.)



We'll suggest when to limit the transport modes on the following pages. If you choose to turn off the on-foot mode, you'll start the session from inside a vehicle. Which one you pilot—a Landmaster, an Arwing or a Wolfen—is determined randomly if those vehicle modes are turned on.

POWER-UPS FOUND ONLY IN VS. MODE

BOOSTER PACK

The booster pack straps to your back so you can use boost power—like the Landmaster's—to soar into the air. Unlike the heavy tank, however, you'll fly great distances.

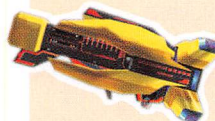


CLUSTER BOMB

The cluster bomb is made for use by the Arwing or the Wolfen. When you drop the bomb above a stretch of ground, it will spatter the landscape with a series of explosions.

CROWN

Seen only under Crown Capture rules, the crown will appear somewhere on the field at the start of battle. Once it's taken, you'll need to gun down its owner to capture it.



DEMON LAUNCHER

The player closest to losing the match often winds up nabbing the devastating Demon Launcher, which can destroy other players and vehicles in a single shot.

DEMON SNIPER

The Demon Sniper is a much tougher version of the sniper rifle, except you'll get less ammo with it, and it will pick off vehicles—not just enemies—in a single shot.



FIREBURST POD

After you fix the Fireburst Pod to the ground (then run to a safe distance), you can set off the booby trap to launch a bunch of grenades into the air.



MISSILE LAUNCHER

One of the great multiplayer joys is firing the missile launcher, then seeing the long, powerful projectile jet through the sky as you control its flight.

PLATINUM SHIELD RING

A great boon for vehicles, the Platinum Shield Ring will recharge your vehicle's shields to their maximum. It can really turn the tide of battle for a player on the verge of ruin.



SENSOR ROCKET

The Sensor Rocket is a surface-to-air missile that you can plant anywhere on the ground. When a spacecraft flies overhead, it'll go off, launching a projectile at you.



STEALTH SUIT

When you use the Stealth Suit, you'll turn invisible to all other players, which can prove invaluable when gunning for opponents (especially when they're holed up in a well-defended location).

KATINA OUTPOST

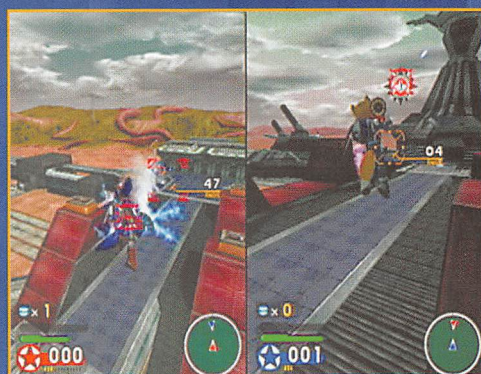
VEHICLE SELECT:



Unlike in Story mode, in Vs. mode the blue interior of the Katina outpost is accessible from the main ground area outside. Don't forget that you can take the fight over the outpost's perimeter walls and hunt foes from the outlying areas.



The outpost has lots of wide-open spaces, which can make you a sitting duck. If you're in a Landmaster, use your cannon to blast the open areas. If you're on foot, hide in alcoves then fire at passing opponents.



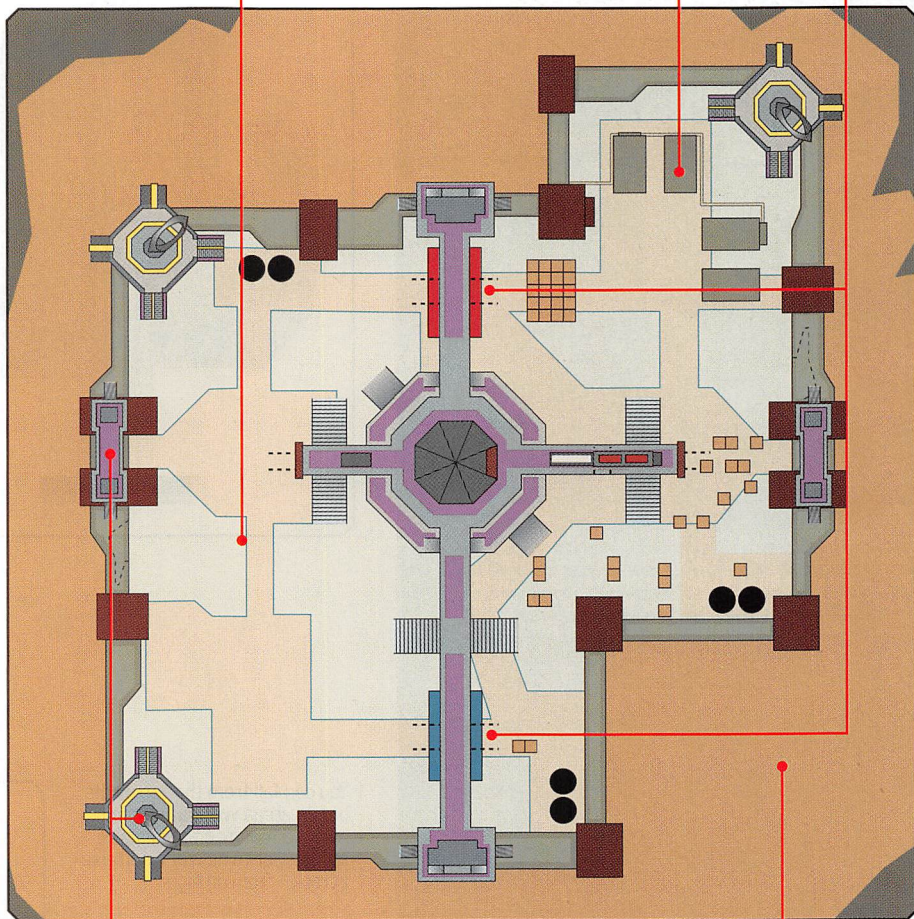
Set the rules to Booster Packs Brawl to create a battle situation where you'll see foes hopping like fleas throughout the area. With boosts aiding your jumps, you can reach highly placed power-ups and leap over walls and structures with great ease.

The Katina base from Story mode's second mission is great for good ol'-fashioned shoot-outs that draw upon all transit methods. If you're on foot, take cover in the base. If flying, blast open spaces quickly. And if you're in the Landmaster, rule the roost with your cannon.

Head across the courtyards only in the safety of a Landmaster. Otherwise, stick close to the walls if you need to run from one quadrant to another.

If you're in a dogfight and are being pursued, fly under these two low arches—your foe may not clear them.

Use the bunkers with caution: though they're a great place to blast passersby, their single openings leave no escape if you're cornered.



If you get your hands on a sniper rifle, climb atop wall sections that offer some cover, then practice patience until a sucker comes along.

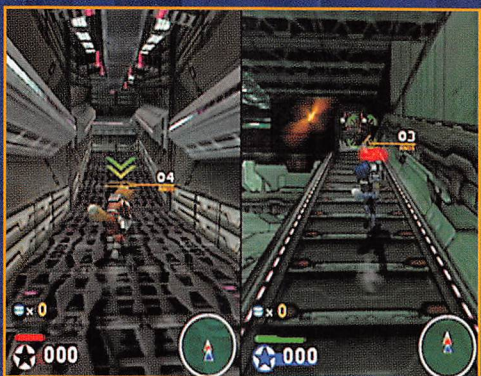
The area that surrounds the outpost provides much room for ground shoot-outs, but you'll want to run for cover if Arwings fly in.

INNER SARGASSO HIDEOUT

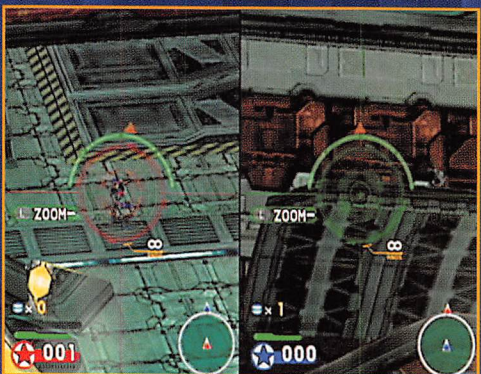
VEHICLE SELECT:



In Vs. mode, you won't be able to hop into an Arwing and fly around the base, and you can explore only two levels of the station. You will have elevators at your disposal, which makes traveling through the multileveled base much easier.

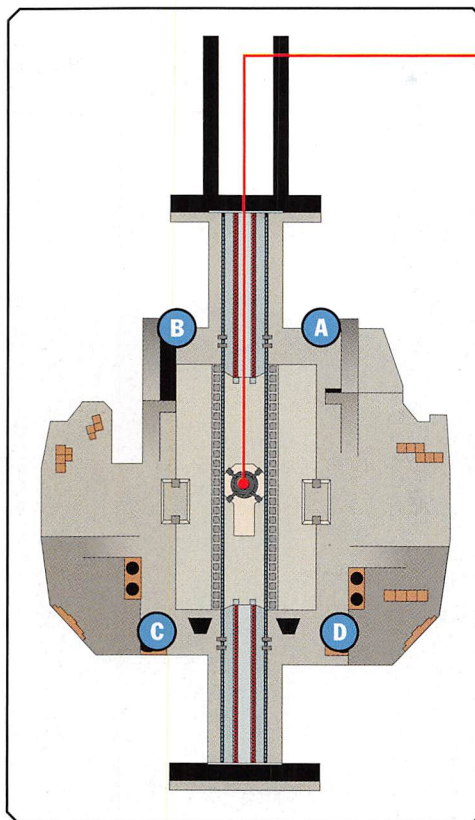


The station's network of hallways and ramps makes sensor bombs a particularly devilish means of nailing your foes. Plant 'em all over, then steer clear as you run through areas that you know are safe—as long as your foes aren't doing the same.



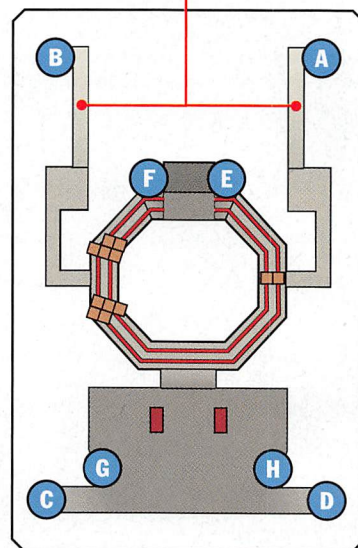
The base's multiple vantage points make Sniper Showdown great fun. No matter where you are, there are spots that trump your location in terms of sniper positioning. Find good cover and the widest view possible, then pick off your competitors.

You'll be confined to the inside of the Sargasso space base from Story mode's third mission. It's a good thing, since the station's interior is sprawling enough. Open spaces, narrow hallways, three levels of platforms—the Sargasso arena is perfect for its on-foot-only fights.



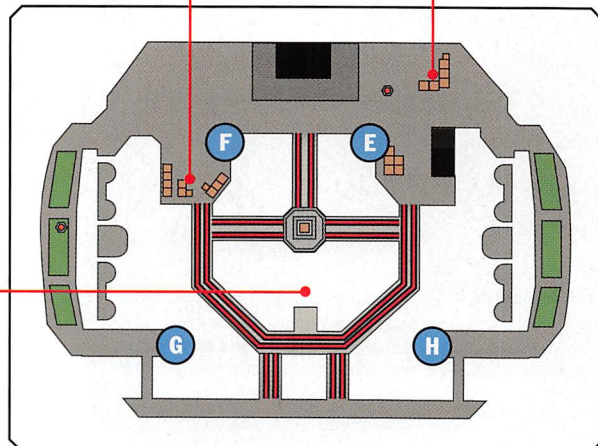
The center of the first floor has much cover and provides a great view of surrounding locations. Scour the station for power-ups then plant yourself at the central spot.

If you take the hallways, ensure that no one is directly on your tail before you enter, or you may get trapped in the halls' confines.



If close combat erupts all around you on the top level, dive behind the crates for cover, then throw grenades into the angry mobs.

You can fall from the top of the battle arena without getting hurt, so feel free to plunge to safety—or to deliver a surprise attack—from on high.

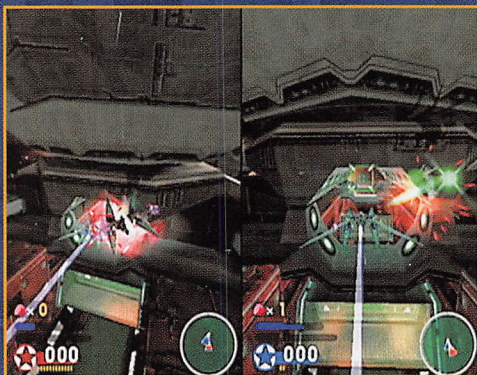


OUTER SARGASSO HIDEOUT

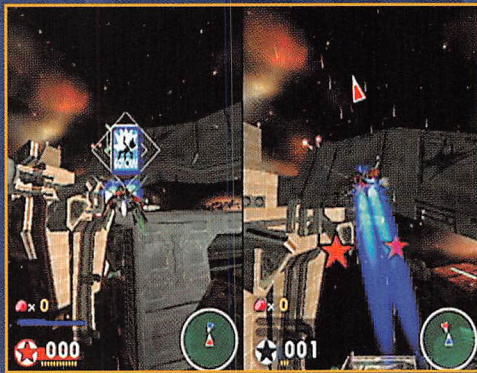
VEHICLE SELECT:    



The Outer Sargasso Hideout battle arena is restricted to the territory surrounding the base. You won't be able to dock inside, nor will you need to worry about the constant threat of asteroid collisions.



The dogfights will take place directly around the station, so employ sneaky defensive maneuvers like backflips and loops when flying near space-station structures. If you're being pursued, your foe might zig when you zag—and collide with a wall.

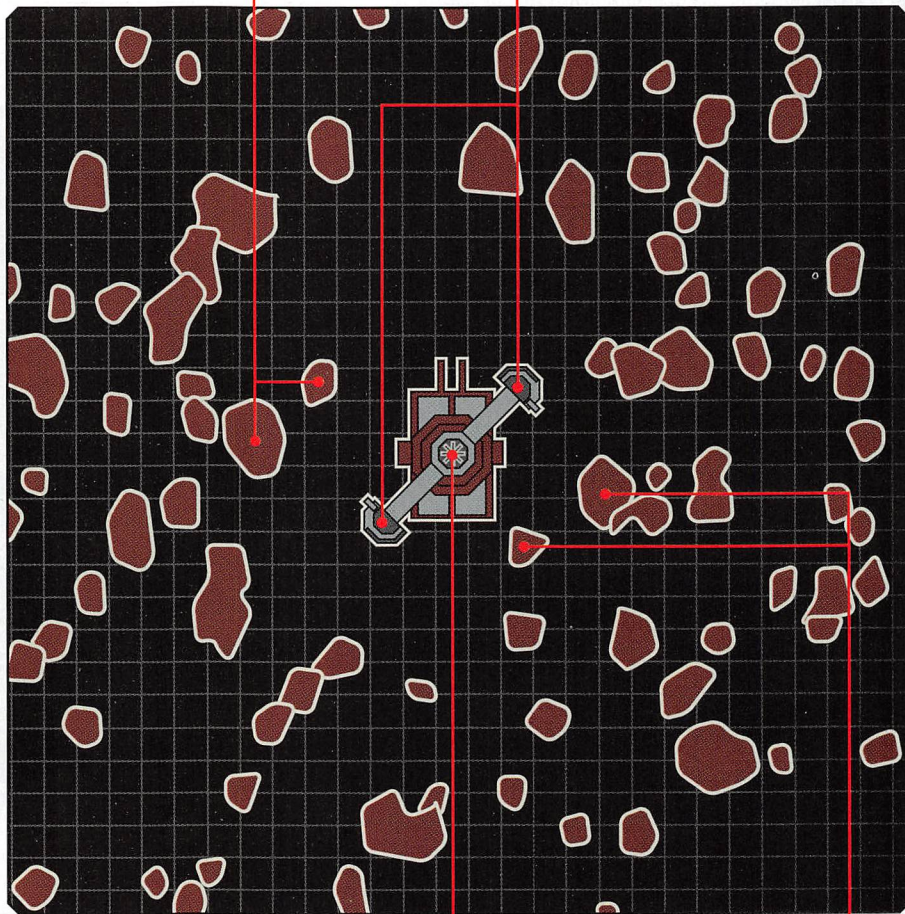


Sure-Shot Scuffle is a great rules setting for Outer Sargasso Hideout. Since single shots finish off a foe, the rules up the stakes of the dogfights and compel you to push your defensive flight skills to their limit.

You'll take your fight outside the station in the Outer Sargasso Hideout battle arena. It's a flying-only battle—which includes the Wolfen, if you've unlocked it—so success hinges on great aerial maneuvers.

Most asteroids around the hideout are outside the flight boundary, but you will need to worry about a few of the rocks.

Hit your brakes when you're near (but beyond reach of) the rotating blades, then wait for your foes to fly into view, and attack while they take evasive action.



All upgrades and shield power-ups will appear directly around the space station. You won't need to fly far for them.

You'll find a few more threatening asteroids in the southeast area—roll while turning to swerve more dramatically.

FICHINA

VEHICLE SELECT:



Unlike in the fourth Story-mode mission, the central base has no force field keeping you out from the start. In addition, trees are destructible in Vs. mode—so don't let them stand in your way.



Fichina is an excellent place to shut off on-foot and flight options and go with only Landmasters. The area has many open spaces with small ledges that you can hop to by hitting the tank's hover power. On-foot battles can be a little too open-ended.

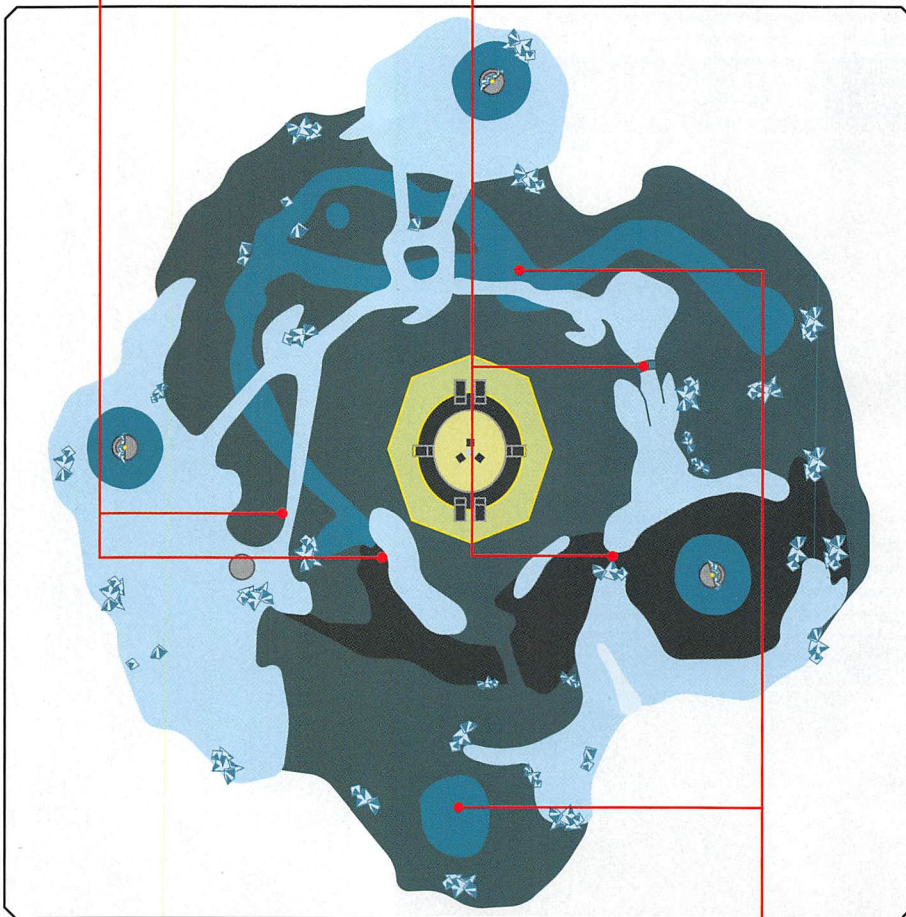


Turning on the rules for a Missile Launcher Bout can be one of the most destructively awesome experiences in Vs. mode. Directing long cruise missiles through Fichina's open spaces is satisfying—especially when you use them for surgical strikes.

Fichina is a sprawling zone with only a few squat structures that rise above the fray, which makes the arena great for dogfights and Landmaster battles—and skirmishes between the two. If you brave Fichina on foot, you'll be exposed to more than just the harsh climate.

If you go it on foot, use Fichina's snow-banks for cover. Your foes will tend to gun for you from the safety of tanks and spacecraft.

If you're on foot or in the Landmaster and are being pursued by a flyer, run into the tunnels. There's no way an Arwing will squeeze into the tunnel.



Another reason to stay off your feet is the ice around Fichina. You'll slide if you run on the ice patches, but you won't if you're in the Landmaster.

PLANET SAURIA

VEHICLE SELECT:



Sauria's tunnel network is closed off by boulders in Vs. mode, but one formerly dead-end tunnel—found under the southwest temple—remains open and no longer terminates. You can run inside to emerge in the huge structure above.



Sauria has many short obstacles that make evasive moves difficult in the Landmaster. You may want to go it on foot and hide in the abundant foliage while waiting for targets to pass by.

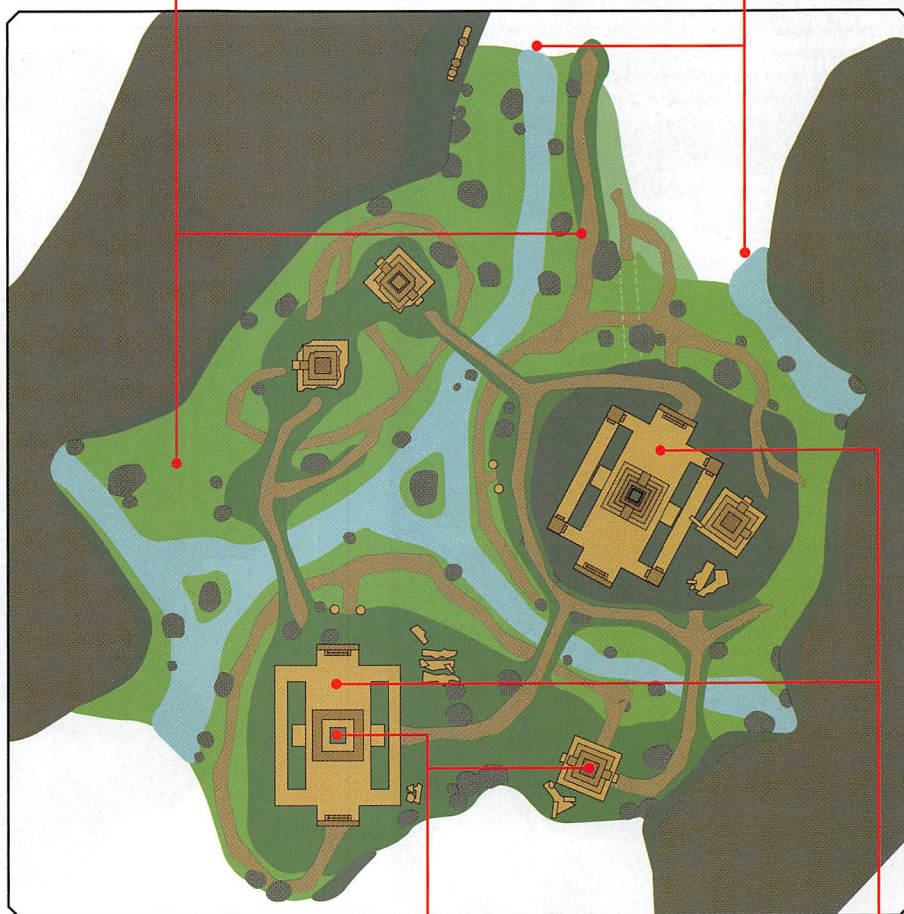


Crown Capture is especially crazy on Sauria because the area has so many places to run to and hide. If you have the crown, arm yourself heavily then hole up somewhere and blast anyone that challenges you.

The dinosaur planet is a lush place for a fierce Vs. battle—its density of trees and natural obstacles gives nimble fighters the advantage, since there's always something blocking the way of a clean shot. It's not an ideal place for a dogfight, but it's great for sudden bursts of air activity.

Sauria provides lots of cover in the form of its cliffs, ruins, boulders and overpasses. Use it to your advantage—grab a weapon then watch for passersby.

Beware water currents in Sauria, since some can wash you right over the edges of the battle arena, and to your untimely end.



The temples are all great places for fire-fights. If you have collected excellent weapon power-ups from around Sauria, head inside and hold sway over the fray.

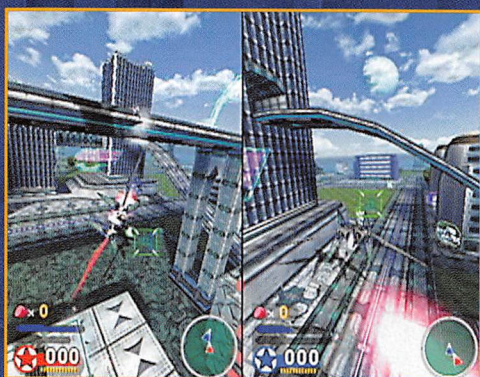
Make your way to Sauria's highest points if you nab a sniper rifle or the Homing Launcher—but run for cover if an Arwing flies into view.

CORNERIA CITY

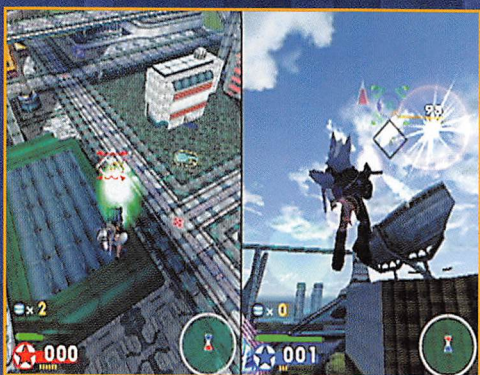
VEHICLE SELECT:    



Head up to the network of high roads on foot or in the Landmaster to find a lofty vantage point for picking off competitors on the ground or on nearby highrises. If an Arwing or Wolfen flies in, however, you'll be easy prey—dive to the ground for cover.



With so much territory, the city can be a dull place for a two-player match. But it's great for a four-player battle, since you never know where attacks will come from next. Two players can have plenty of fun, however, by limiting the skirmish to dogfights.



The Booster Packs Brawl and Booster Packs & Launcher Tilt rules make for incredibly fun skirmishes in the capital, since there are so many high—and higher—places that you can leap to under personal-jet propulsion.

In Story mode's seventh mission, Corneria was on fire and full of billowing smoke. For your capital-city shootout, however, the damage has been repaired and foot access to the skyways has been restored—making the city a wonderfully complex place for battles.

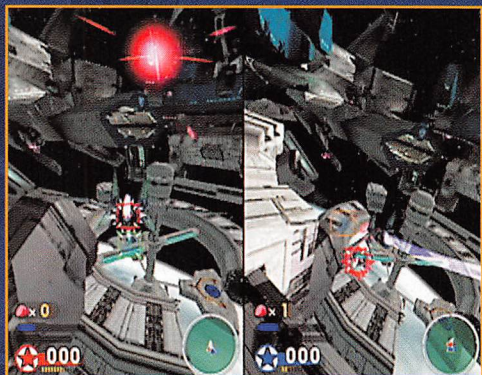
If you get a Fireburst Pod, plant it on top of the city's central structure, then drop under the arches as it sprays its explosives all around the main square.



There are many sniping spots, so you'll want to pick off players from areas that are relatively safe from sniping—head to sky roads and building tops.

Players going it on foot have a major advantage: they can slip into tight spots, run between buildings and dash up the narrow ramps quickly.

SPACE STATION

VEHICLE SELECT: 

Unlike many other battle arenas, the Space Station doesn't offer any new pathways to explore, but you'll find plenty of nooks and crannies to exploit as you try to outfly your foes.



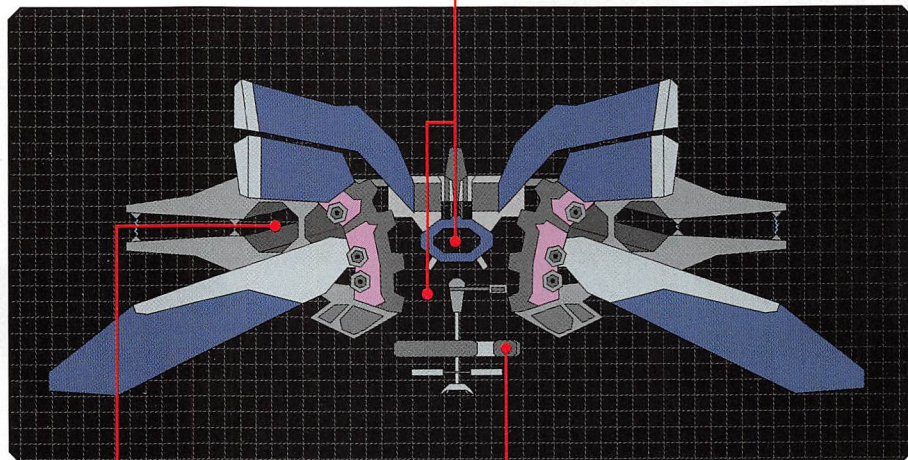
The station is fantastic for a team-based battle, whether it be a two-on-two match or one-versus-three or -four fight. The team dynamic can fill the expansive area with intense competitive momentum.



Likewise, setting the rules to Sure-Shot Scuffle fills the vacuum of space with high-stakes intensity, since you can take a competitor out of the picture with only one hit. Of course, you'll be under the same pressure to outmove your foes.

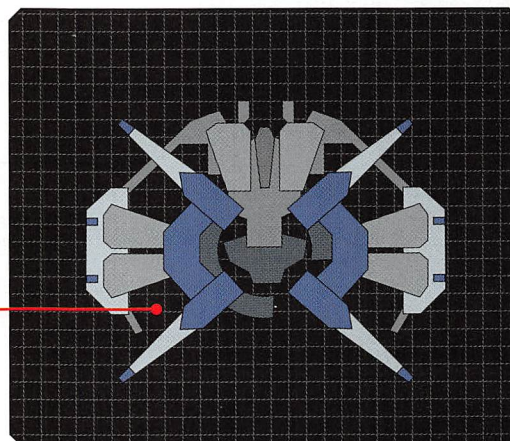
The Space Station is dogfight heaven—especially when three or four players are on the hunt. Competitors can take the fight to the empty space around the base, or swoop through the station's many narrow spots. If you fly like a daredevil, you'll come out on top.

You'll find most power-ups around the center of the station. If you fly through, you'll be a sitting duck for other gunners—so hit your boost as you soar in.



When a dogfight gets too intense or if you can't shake a pursuer, steer into the station's narrow corridors, then swoop out of even-narrower side holes.

To take advantage of a great hiding place, fly into the rotating tunnel at the base's bottom, then hit your brakes. Anyone who's trying to get at you will first have to steer into one of the turning ends of the tunnel.

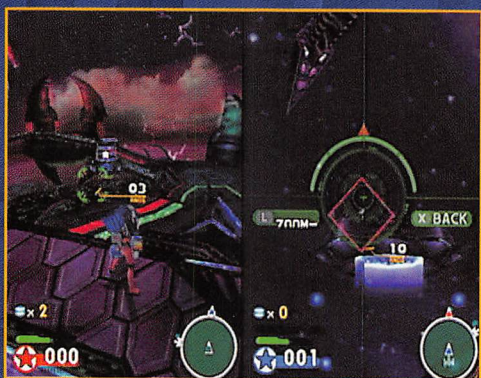


APAROID CITY

VEHICLE SELECT:



Though all buildings from the Aparoid Homeworld mission are gone, you'll have lots of areas to explore. Turn the ever-present threat of plunging into the abyss to your advantage by cornering foes—hopefully they'll panic and jump to their ruin.



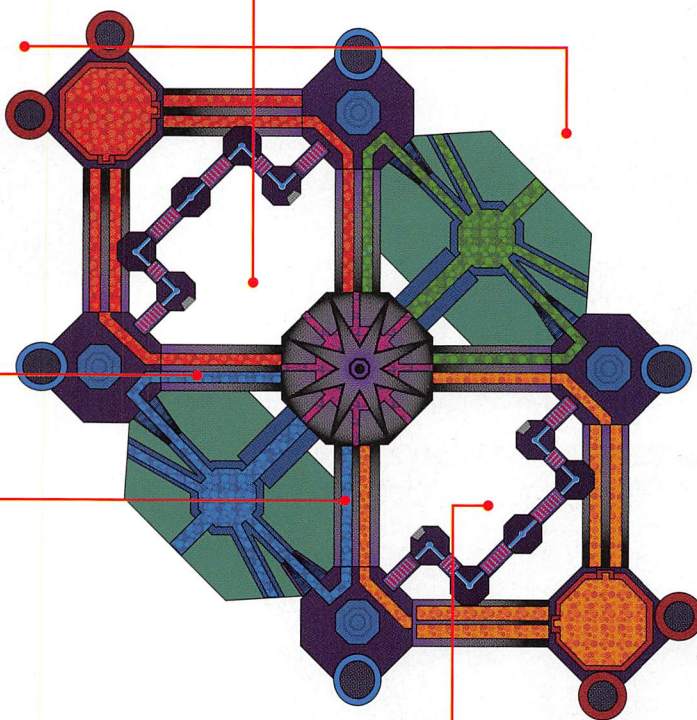
A small platform floats from one end of the city to the other. Though you can hop onto it to escape the ground skirmishes, you'll be an easy target for Arwings flying by, and it's tough to leap to the ground below—you may fall into the abyss.



Booster packs reduce the harsh threat of long falls during Aparoid City fights, since you can always hit your hover thruster and try to find your footing—though you'll need to think fast to have even a faint hope of escaping a fall into the abyss.

The bug-spewing buildings from Story mode's ninth mission have been razed, leaving a baffling network of paths, archways and platforms. The floating city remains a treacherous place for battles, however, because you can easily plunge to your end if you don't move carefully.

If you hop into an Arwing or Wolfen, dominating Aparoid City will be a cinch, and you can always escape ground threats by flying underneath the city.



Vehicles remain in a specific spot only for so long before teleporting elsewhere. Reach them quickly by running on the forward-moving escalators.

With buildings no longer standing in the city, some ramps terminate in midair. If you dash up a ramp, pause at its top to make sure it continues onward.

ZONESS SEA BASE

VEHICLE SELECT:

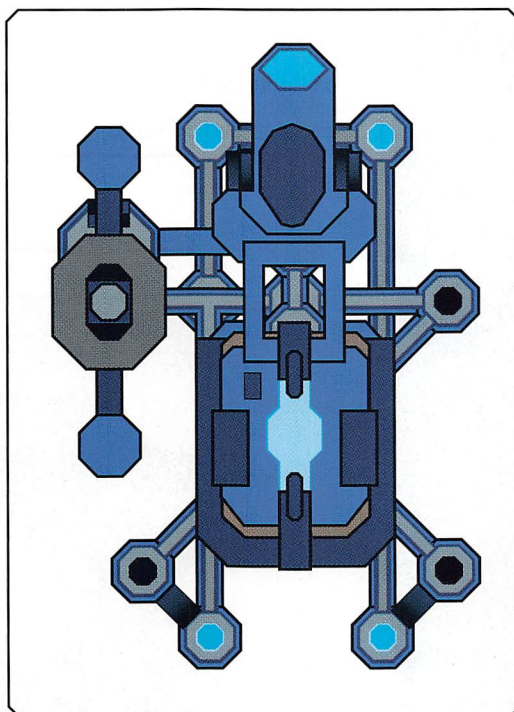


The most important advantage you can have when fighting in the Zoness Sea Base is to understand how to get from one point to another in the sprawling station. It has more holes and side passages than a chunk o' Swiss cheese, so study the diagrams to the right and get to know the passages like the back of your hand before you take on challengers in a multiplayer match.

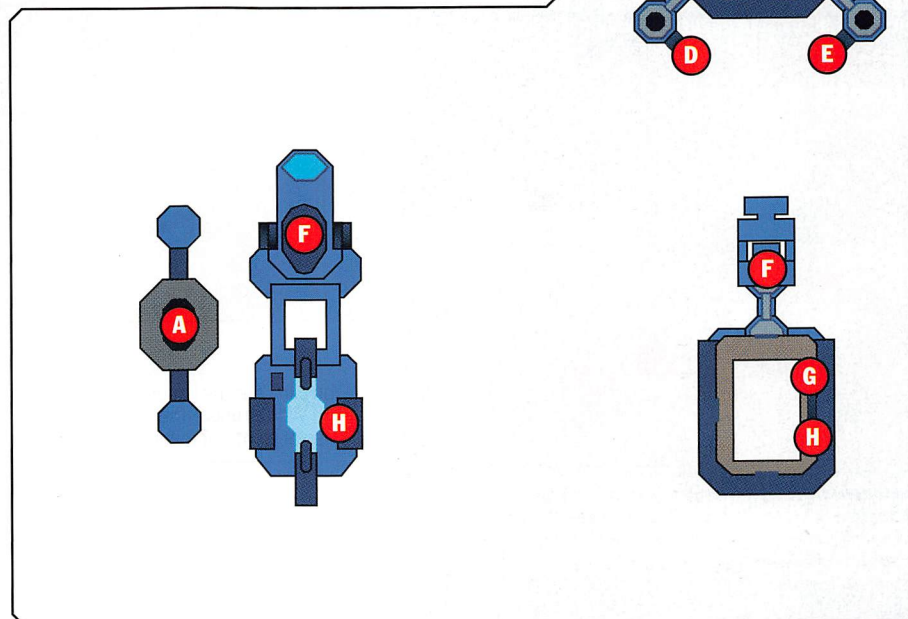
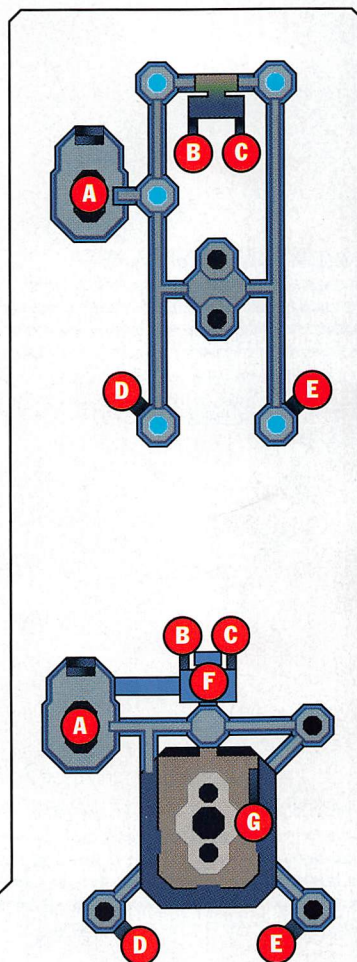


If you play with one of the booster-pack rule sets, you can make your way through the various levels of the sea base more easily than by traversing its labyrinthine passages.

The Star Fox team returns to the planet Zoness for the first time since Star Fox 64. You'll battle precariously above its toxic ocean as you climb through a station set on the waves—you'll need to maneuver in the on-foot-only zone carefully.



ZONESS SEA BASE OVERVIEW

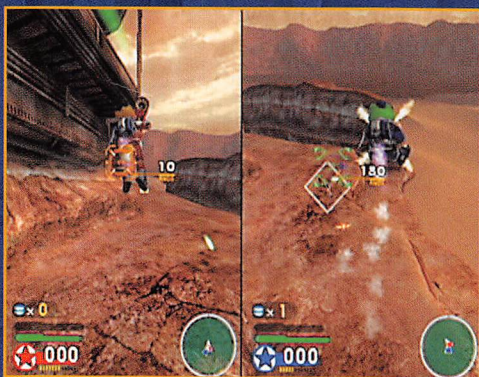


TITANIA DESERT

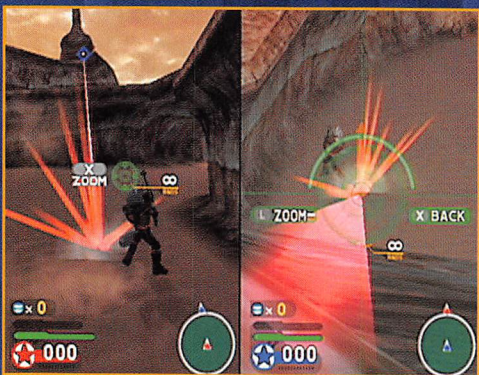
VEHICLE SELECT:    



Running across the wastelands can be tiresome, so consider turning off the on-foot action to make Titania Desert all about vehicular assault. It's an incredible area for proving which is mightier: the Landmaster or the Arwing (or Wolfen).



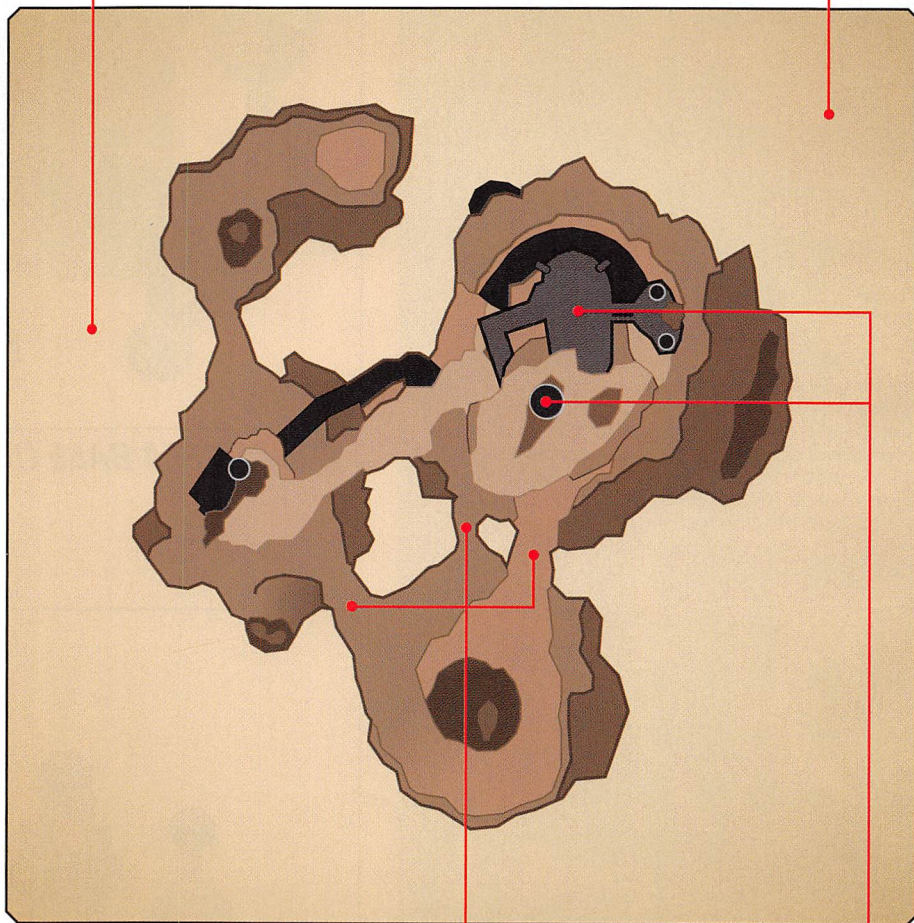
If you do enable on-foot action, stay glued to the central spire area and take cover from cliff overhangs and natural walls. The arena is a lot of fun for foot patrols when booster-pack rules are turned on—they also make desert walkabouts a riot.



You can have intense Vs. sessions in Titania Desert by playing a Sniper Showdown. You'll need to fight to reach the few high spots, and then you'll have to play king of the hill by taking out any pretenders to the rocky throne.

Another favorite from the Star Fox 64 era, Titania returns for Vs. mode, where the desert's features—a few tall spires and vast wastelands—make skirmishes on foot difficult to survive. Those who can climb into the Landmaster, Arwing or Wolfen will have the advantage.

Don't venture out into the wastelands on foot. Competitors can fly overhead, put the brakes on and pick you off the field easily.

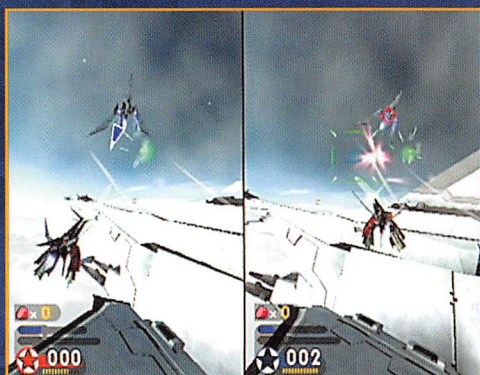


You can take the Landmaster, Arwing and Wolfen under the natural arches—there's plenty of maneuvering room.

The two high spots are fantastic places for sniping. Reach them via the Landmaster or by flying then landing atop them.

GREAT FOX

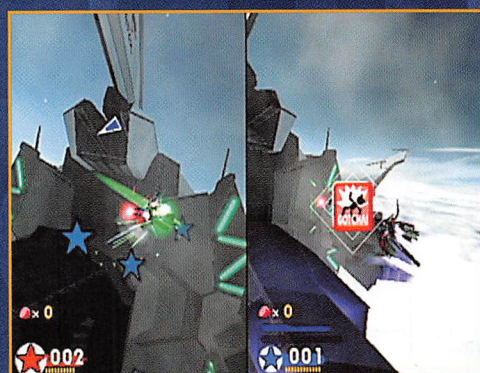
VEHICLE SELECT:



Consider turning off the radar feature to make the Great Fox battle arena even more interesting. Without the radar blips to guide you, you'll need to rely on your cockpit view to prove your mettle.



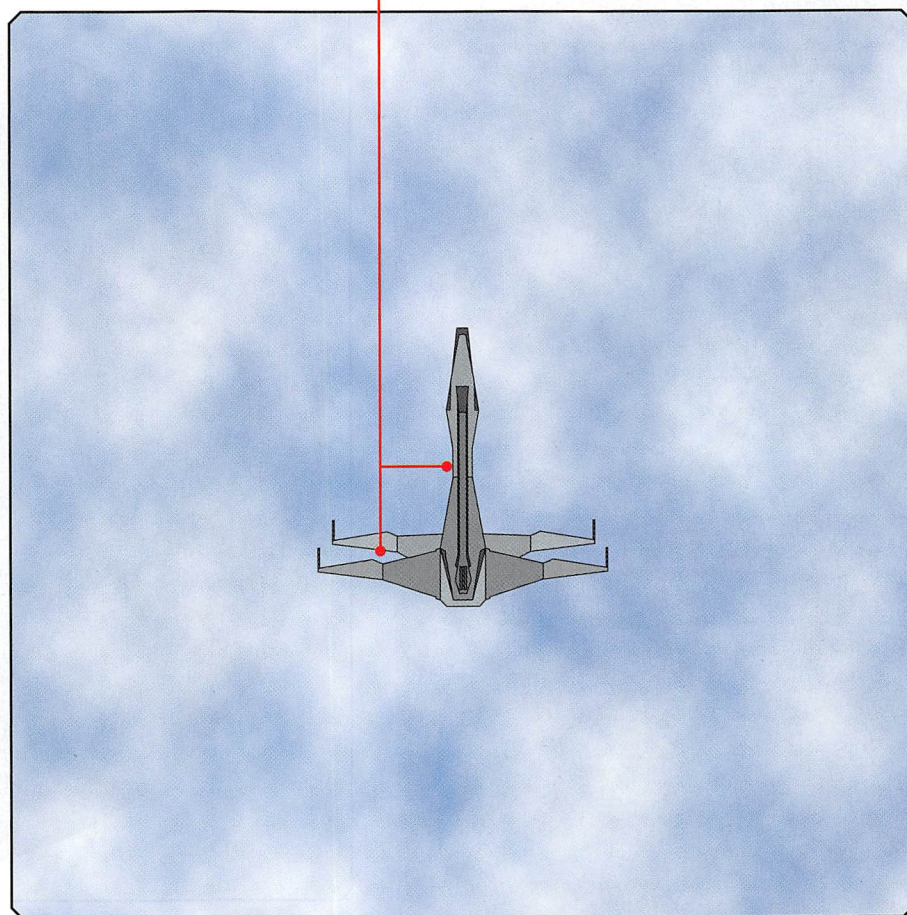
There's temporary shelter and a great ambush spot (for the Arwing only; not for the Wolfen) in the rear propulsion exhaust—just turn around to face outward. You can linger in the shelter only as long as your brakes have juice, but even the small advantage can help.



To ratchet up the tension, turn on the Sure-Shot Scuffle rules. There's nothing more intense than being tailed by a foe that can destroy you in a single shot. And there's nothing more satisfying than doing a backflip and gunning that foe's back end instead.

The *Great Fox* hasn't seen the heat of multiplayer battle since it appeared in *Super Smash Bros. Melee*. This is a flight-only arena with few obstructions, save for the huge ship in the dead center, so it serves as a serious test of your flying skills.

You can use the underside of the *Great Fox* to hide out for a few seconds—hit the brakes to stay relatively still for a short time.



SIMPLE MAP 1

VEHICLE SELECT:



Simple map, simple strategy: Once you find a sniper rifle, get on top of a pillar then snipe at any enemies who show their faces. And they'll need to appear sometime to grab the good power-ups—pick 'em off as they make their desperate runs.



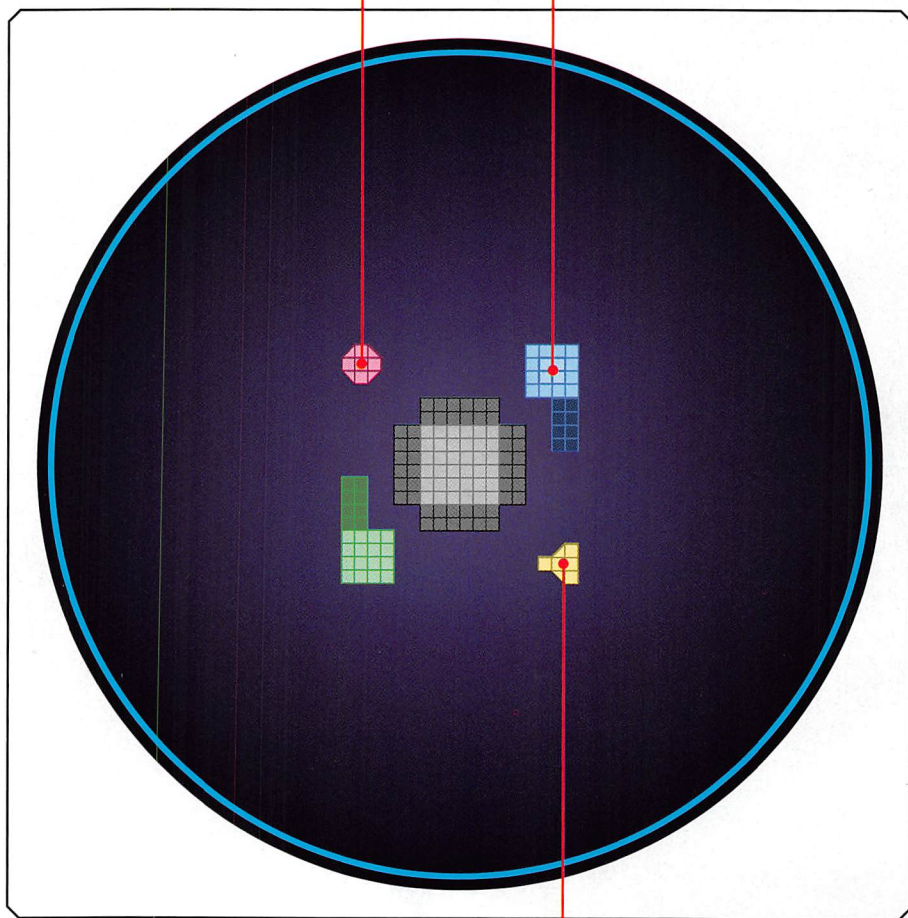
You'll have almost no room to pull off fancy maneuvers in the Arwing, so hit the brakes when you see field foes, then spray them with gunfire. If you're in the Landmaster, hug the pillar walls then roll sideways to blast foes; roll back into cover afterward.



Simple Map 1 is an excellent place for a Crown Capture fight, since there's no place to hide amid the arena's basic features. Climb atop a pillar if you grab the headgear—you'll have a little quiet time unless someone figures out how to reach you.

The five Simple Maps in Vs. mode remove all the pretty landscaping and boil the action down to pure aggression. Simple Map 1 makes it even simpler—it's a small area with only a central platform and four pillars. You'll need to grab weapons and stay on the move to survive.

Though the red and blue pillars are good sniping spots, they're almost impossible to get onto—unless you fly an Arwing to land on top of them.

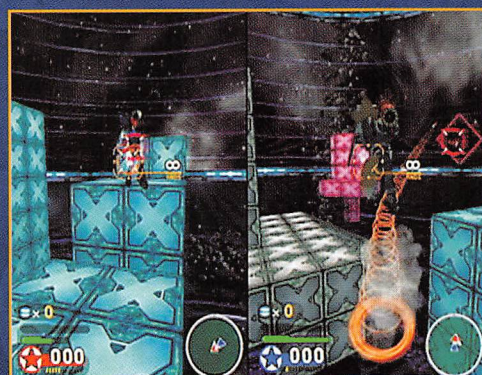


If you can't find an Arwing, you can get onto the yellow pillar by hovering up with the Landmaster.

SIMPLE MAP 2

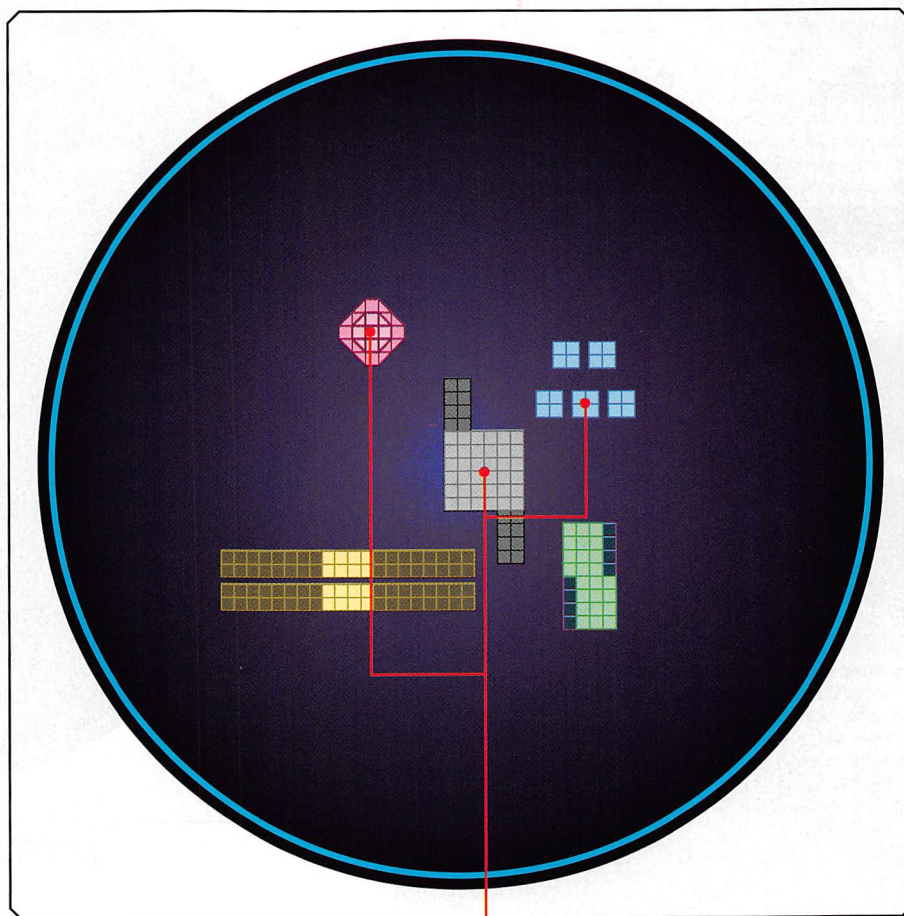
VEHICLE SELECT:    

Unlike Simple Map 1, this battle arena offers a few places to take cover from Arwings. When on foot, you can squeeze into the tight spaces amid the blue pillars and into the wee tunnel under the central structure. When in the Landmaster, rumble underneath the yellow bridge to find some cover.



The odd-shaped vertical structures provide a lot of challenge in a Booster Packs Brawl or a Booster Packs & Launcher Tilt session. You can hop all over the simple arena and gun down foes quickly—it's immensely satisfying.

Simple Map 2 makes the three modes of transport more equal—and possibly even gives the edge to those who go it on foot. There are a few key tight spaces that vehicles can't breach or shoot into, so maximize the advantage.



Battle your way to the lofty spots on Simple Map 2, then rule from on high with a sniper rifle.

SIMPLE MAP 3

VEHICLE SELECT:



No flying off, no rampaging in the tank—Simple Map 3 confines the action to a basic three-story building. Fight your way to the top floor, then shoot foes from the skylight that peers into the second floor. If you come under fire, leap down and scamper away.

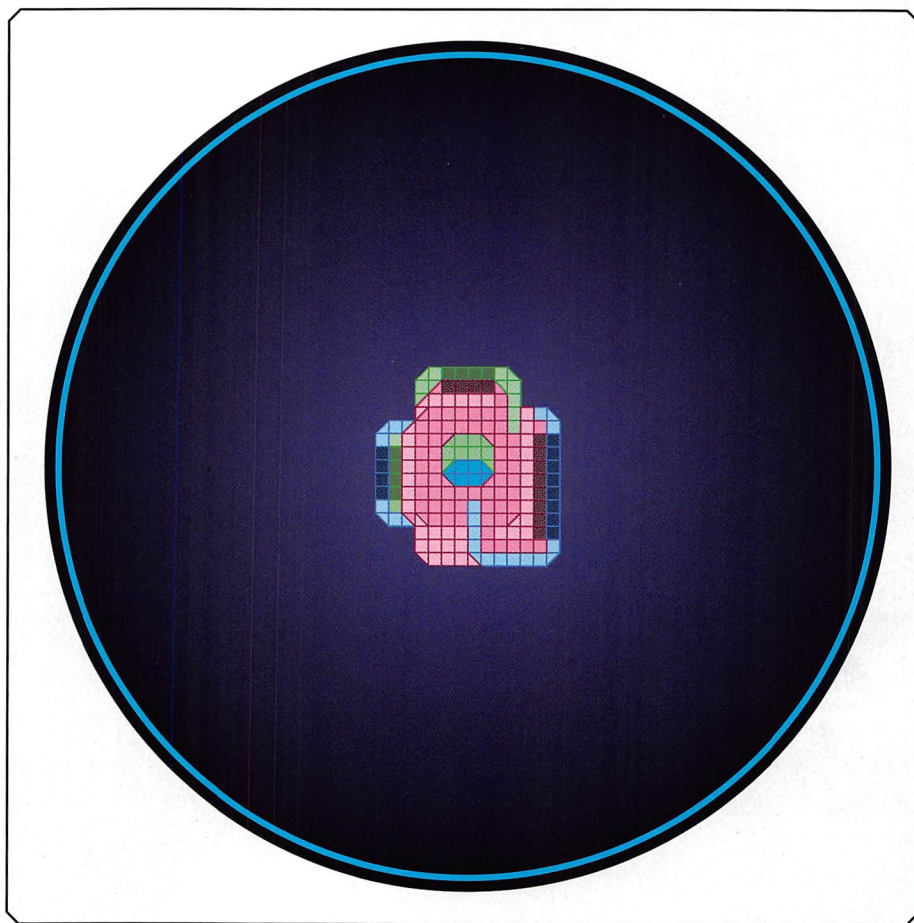


Keep an eye on your competitors' parts of the screen—the color they're surrounded by will indicate where they are. Once you've ascertained their position, roll grenades down the ramps to make short work of them.

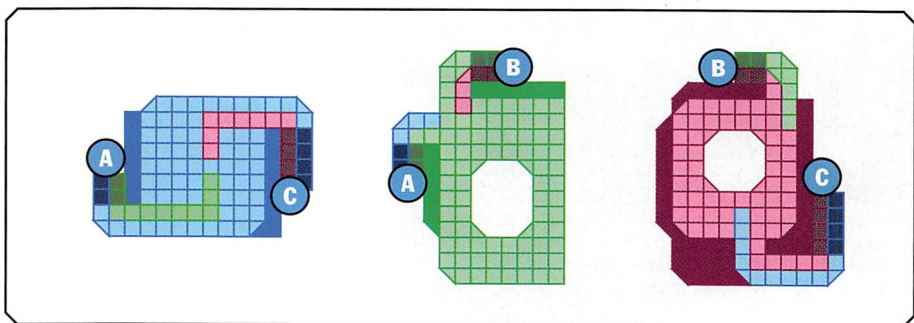


Play the map under Booster Packs & Launcher Tilt rules to have a blast. You can leap up through the holes between floors to surprise competitors and blow 'em to pieces.

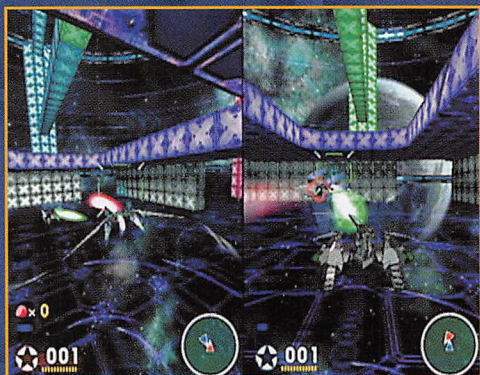
You'll be restricted to on-foot-only sessions when playing on Simple Map 3. It's a tri-level building with a giant atrium at its center. You can look up to the top floor from the first level; and you can leap all the way to the first floor from the top one. The crossfire is crazy.



SIMPLE MAP 3 OVERVIEW



SIMPLE MAP 4

VEHICLE SELECT:    

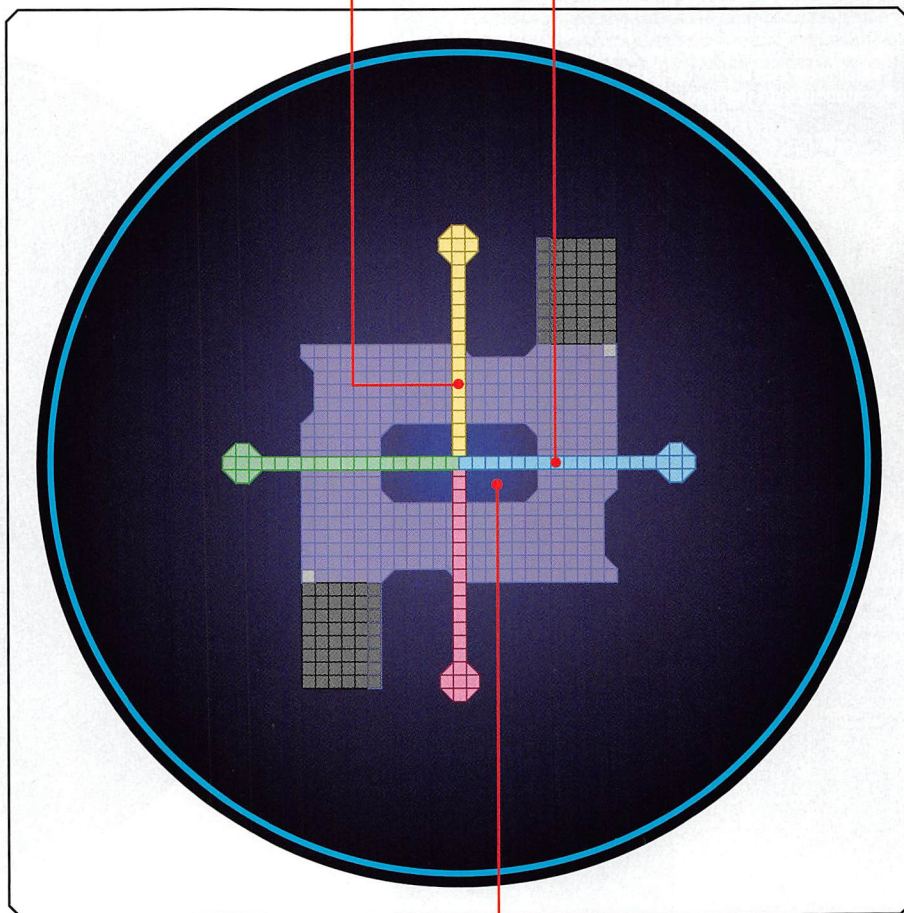
Though the Landmaster rules the ground by hiding out within the sheltered safety of the central area, and the flying vehicles dominate the skies, they can invade each other's territory with smart maneuvering. The Landmaster can hover to climb onto the arching bars, and the Arwing can fly into the confined space.



Simple Map 4 is a great level for flying-only matches, since the arches invite daring pilots to do loops and reversals around them to throw off pursuers—and even turn the tide on their foes.

Competitors stay in Landmasters, Arwings and Wolfens (once the latter are unlocked) in Simple Map 4. You'll start with one kind of vehicle, and if your machine is destroyed, you'll immediately reappear in another vehicle—and you never know which variety you'll get.

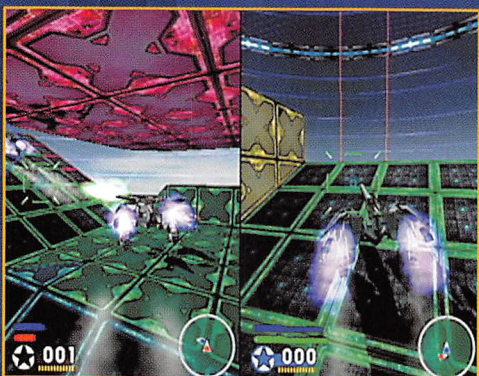
You'll take a lot of damage if you smash into the long bars that crisscross the area. Fly under or soar over them—just keep your distance.



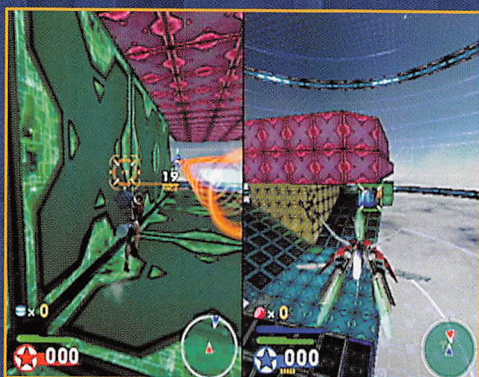
Great Arwing pilots can wing their way through the bowels of the main purple area, where Landmasters congregate.

SIMPLE MAP 5

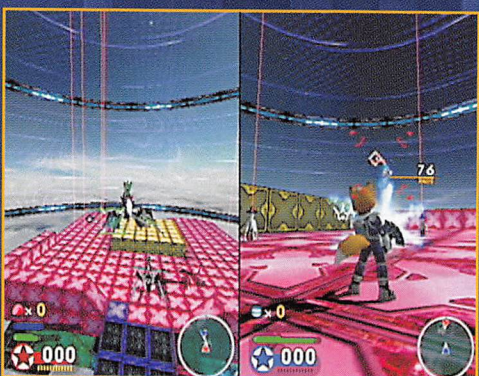
VEHICLE SELECT:



You may want to turn off flying vehicles on Simple Map 5 because they have so little room to move. If you keep 'em in play, however, swoop around the central area and lay on the brakes while you shoot at opponents on the ramps.



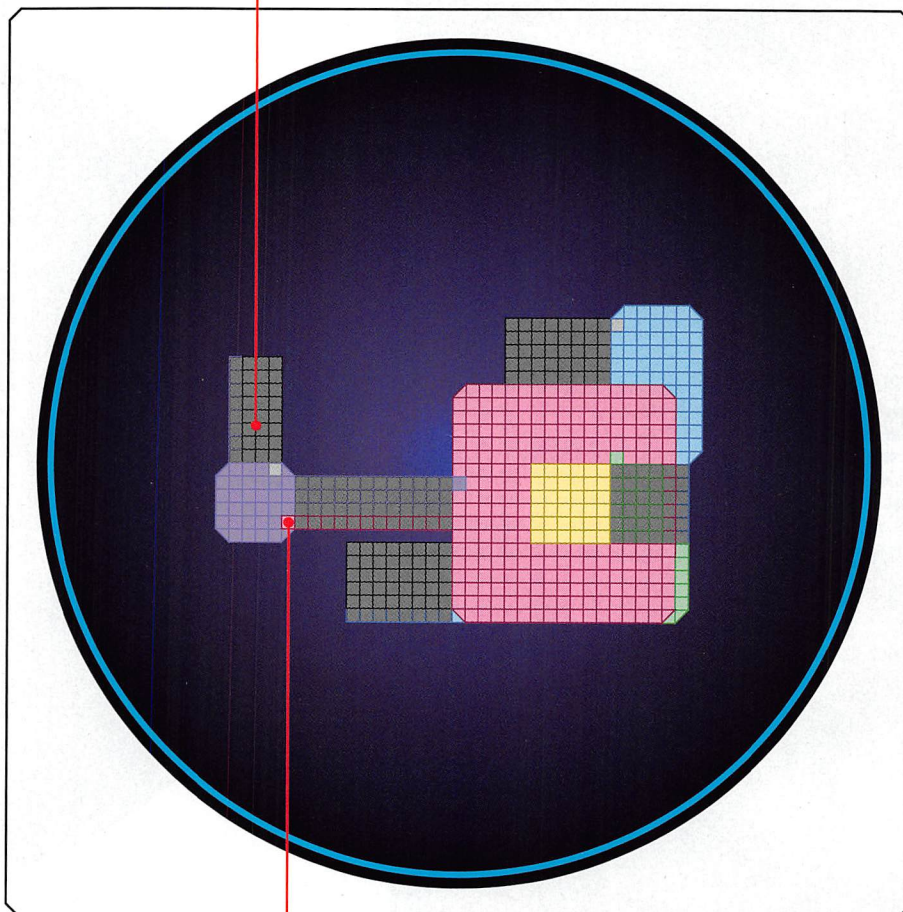
Don't brave the space around the central structure on foot—you'll be easy prey for Arwings, and Landmasters can quickly boost to your location and finish you off. Stay close to the area and use its walls and corners for cover.



Plant a ring of Sensor Rockets around the tip of the main area to create an anti-aircraft zone above your position. When an Arwing or a Wolfen flies through, it'll trip the laser triggers and send missiles after the ship.

There's not a lot of flying space above Simple Map 5, which gives the advantage to ground forces, and especially walking warriors since they can scamper around the area's central structure more quickly than the Landmaster can move.

The Landmaster can rumble through the entire base, since its ramps and interior areas are pretty wide—they just maneuver more slowly.



You may need to leave the safety of the base to claim power-ups. Dash up the ramps when the way is clear, then dive off the sides if need be.

UNLOCKABLES

BREAKING EXTRAS LOOSE

Star Fox: Assault contains a ton of unlockable features, such as extra playable characters, multiplayer content and even Namco's classic game, Xevious—and we'll reveal how to crack it all open.

PUSHING THE LIMIT IN MISSION MODE

After you've played through a mission in Story mode, you can return to it in Mission mode and attempt to win awards by satisfying certain victory conditions.



You can play through the missions on Bronze, Silver or Gold difficulty, which makes enemies tougher to defeat and awards point multipliers in the latter two settings—double in Silver difficulty and triple in Gold difficulty. You can also play to find all five hidden flags in each level and to win an Ally Medal by ensuring that all of your friends stay alive and kickin'.

SURVIVAL MODE FOR EXTREME PILOTS

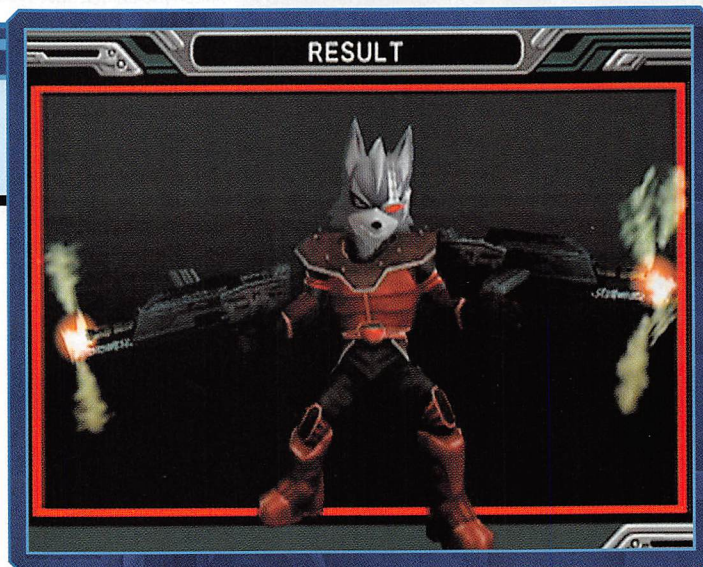
After you complete Story mode on any difficulty level, you'll unlock Survival mode, which challenges players to complete the Story-mode campaign without saving—a formidable challenge.

SINGLE MODE: UNLOCKABLE CONTENT

In addition to opening Survival mode, you can dig up a few more hidden features by playing Single mode. You'll open new Vs. arenas, unleash Wolf as a playable character and reveal the powerful Demon Sniper weapon—see the next page for details.



When you finish six of the missions in Story mode, you'll unlock the corresponding battle arenas in Vs. mode. Each of them has some variations that heighten the multiplayer experience.



XEVIOUS

You won't unlock anything for nailing the bronze or gold badge in the missions, but you will score a major coup for earning silver: Namco's classic shooter Xevious.

After you've pried the gem out of hiding, you can play it anytime by going to the main menu—it'll have a Bonus Game option unlocked.

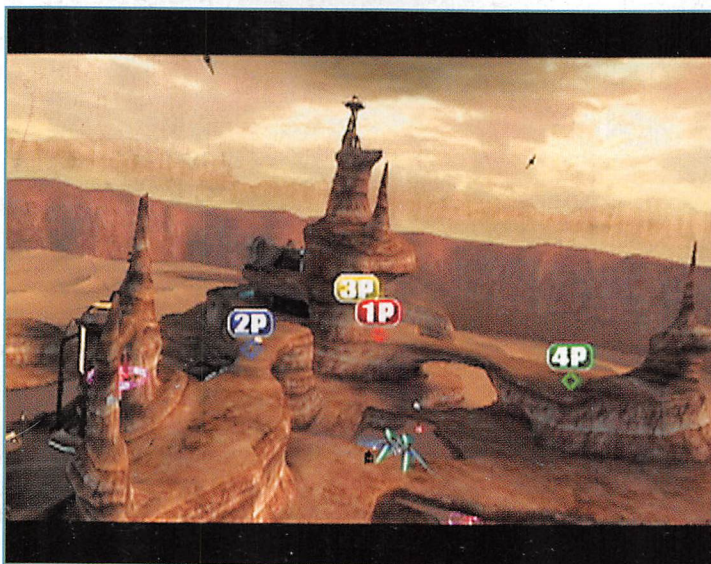


VS. MODE: UNLOCKABLE ENHANCEMENTS

The options in Vs. mode increase as you play the game. After you complete certain numbers of multiplayer sessions, you'll bust loose new battle arenas, weapons and rule sets.



After you unlock new rules, characters, weapons, items or vehicles, you'll always find them in the related sub-menus for selection. For example, after you complete 75 Vs. matches, you'll unlock the Sure-Shot Scuffle rules—and you'll probably be ready for the intense challenge of one-shot kills by then.



You can return to Titania Desert for the first time since the N64 era after you've matched wits in 40 Vs. battles. It's a harsh landscape for harsh combatants.



The Zoness Sea Base will open up after you've fought in 130 battles. The huge number of fights will prepare you for the treacherous battle arena.

HOW TO UNLOCK THE EXTRAS

SINGLE-PLAYER EXTRAS

REWARD	CONDITIONS
Mission Select	Complete each of the missions in Story mode
Survival Mode	Complete all 10 stages in Story mode (on any difficulty setting)
Xevious	Collect all 10 silver badges in Single mode

VS. LEVELS

REWARD	CONDITIONS
Inner Sargasso Hideout	Complete Mission 3 in Story mode
Fichina	Complete Mission 4 in Story mode
Planet Sauria	Complete Mission 6 in Story mode
Corneria City	Complete Mission 7 in Story mode
Space Station	Complete Mission 8 in Story mode
Aparoid City	Complete Mission 9 in Story mode
Titania Desert	Complete 40 battles in Vs. mode
Simple Map 4	Complete 60 battles in Vs. mode
Zoness Sea Base	Complete 130 battles in Vs. mode
Simple Map 5	Complete 260 battles in Vs. mode

MULTIPLAYER CHARACTERS

REWARD	CONDITIONS
Peppy	Complete 15 battles in Vs. mode
Wolf	Collect all Ally Medals in Single mode

MULTIPLAYER ITEMS, VEHICLES AND WEAPONS

REWARD	CONDITIONS
Missile Launcher	Complete 5 battles in Vs. mode
Gatling Gun	Complete 20 battles in Vs. mode
Fireburst Pod	Complete 75 battles in Vs. mode
Wolfen	Complete 150 battles in Vs. mode
Sensor Rocket	Complete 170 battles in Vs. mode
Booster Pack	Complete 90 battles in Vs. mode
Cluster Bomb	Complete 200 battles in Vs. mode
Demon Sniper	Collect all 50 special flags in Single mode

MULTIPLAYER RULES

REWARD	CONDITIONS
Missile Launcher Bout	Complete 10 battles in Vs. mode
Booster Packs & Launcher Tilt	Complete 20 battles in Vs. mode
Sure-Shot Scuffle	Complete 75 battles in Vs. mode
Booster Packs Brawl	Complete 110 battles in Vs. mode
Crown Capture	Complete 170 battles in Vs. mode

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